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Xenosaga™

EPISODE I

Der Wille zur Macht

OFFICIAL STRATEGY GUIDE

This game has received the following rating from the ESRB: T TEEN ESRB

Covers Playstation®2 Computer Entertainment System

namco®

By Dan Birlew & Laura M. Parkinson

Xenosaga™

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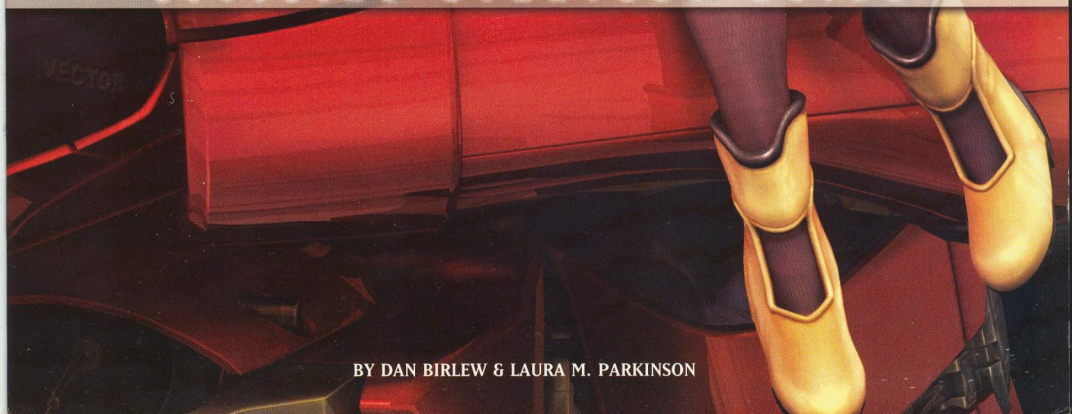

BY DAN BIRLEW & LAURA M. PARKINSON

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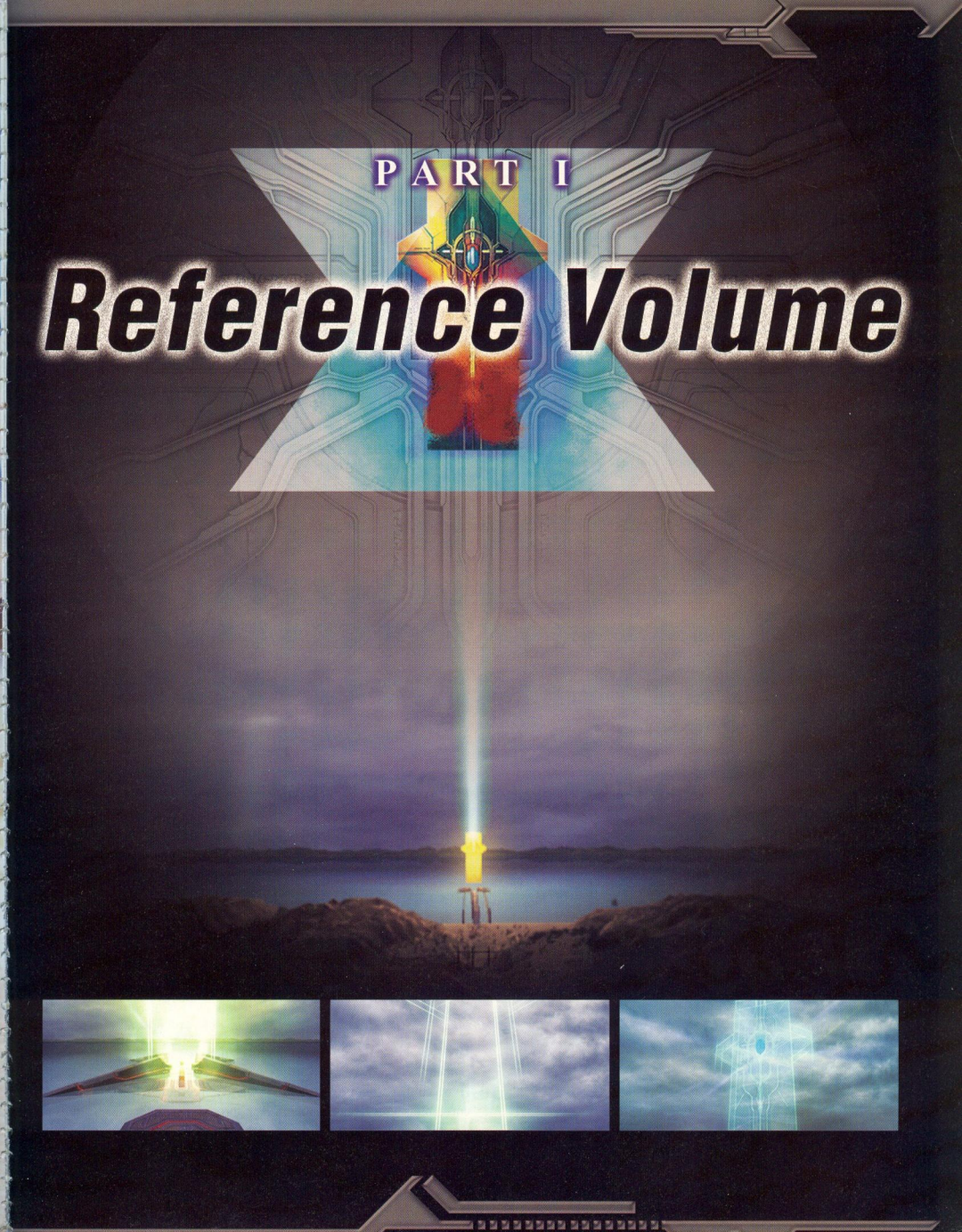

PART I
Reference Volume

GAME BASICS

Xenosaga Episode I takes place in the distant future, in the year 4767. Earth, the homeland of the universe's various human cultures, has been lost to her children and is now known as Lost Jerusalem. People have taken over planets all throughout the known universe, exploring, expanding, and always thirsty for new knowledge and abilities.

Technology has advanced to the point almost of magic. In some cases the boundaries may even no longer exist. Some humans, descendants from early experiments or alterations, have super-human abilities. Others were revived and laced with machinery after their death to become cyborgs under a company's control. Created by humans, Realians are a new type of being, capable of being altered and programmed. Realians are considered property rather than individuals in their own right. Between the worlds are the Gnosis, strange, spectral beings who can move through solid walls and whose mere touch is death—or worse.

The world of *Xenosaga* is complex and often dangerous, so while you explore, it helps to have a grasp on the basic concepts of the game to truly appreciate and effortlessly navigate this world.

TELLING THE STORY

There are three main modes that help the story unfold. Throughout the guide, each of these might be referenced by various names, but this should give you a general idea of the differences between each.

The Quest Mode during *Xenosaga* refers to times when you have full control of your character and can run about and explore.

The Cinematic Events are often animated in a noticeably separate style from normal gameplay. These have subtitled dialogue that occurs at its own pace despite any input from you. Some events are not animated in a separate style, but instead use the normal character model. During these you cannot control the characters, but you can scroll through the dialogue at your own pace.

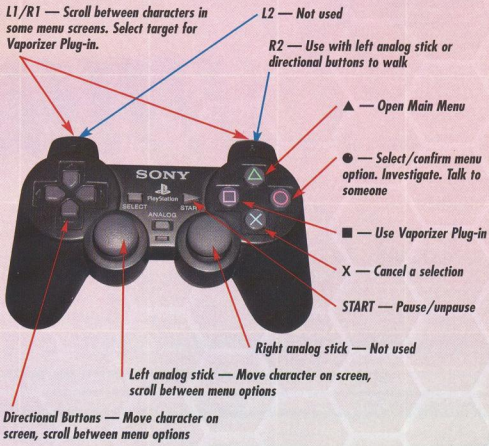
Combat begins when you collide with an enemy during Quest Mode, or sometimes at set moments after scripted events. Combat is a whole separate experience from the rest of the game, and has its own chapter, which should help you with any difficulties.

Any of these modes may lead directly into another in the blink of an eye, so always be ready for anything.

MAIN MENU/NAVIGATION CONTROLS

Some menus also have additional button functions that are displayed on the screen.

L1/L2/R1/R2/SELECT/START all pressed at one time in the normal navigation screen initiates a soft reset, taking you directly back to *Xenosaga*'s Main Menu without saving.



THE MAIN MENU

One of the keys to navigating the game is knowing where and how to unlock your various abilities and to manage your items and characters. The Main Menu can be opened during the game (although not during a scripted event) by pressing ▲.

Along the left-hand side of the Main Menu screen are the characters currently in your active party. You can get a quick idea of max and current HP, EP which they use to cast Ether (this world's version of spells), and experience points. You can use no more than three characters for fighting at any one time, so any other character that you've gathered stands in reserve, waiting to be switched in for any of the active characters.

On the right is the menu itself, which you can scroll through using the left analog stick or directional buttons. Make a selection using ● to be taken to the relevant sub-menu.

ITEMS

This portion of the Main Menu allows you to view, manage, and use your various items. The Items section is divided into sub-sections. Items are those items that you use on your characters and A.G.W.S. to heal or enhance them in some way. Special Items are those things that you collect to unlock areas or events, or for use in the various mini-games. Character Weapons are the weapons that you equip on each character in the party to improve their combat abilities. Character Accessories are the various pieces of armor and other wearable items that you equip on your characters to help their stats and give them abilities in combat. Character Ammo improves some weapons by either increasing Attack Power, or by inflicting status abnormalities on enemies. A.G.W.S. Weapons and A.G.W.S. Accessories are equipped onto the various A.G.W.S. to improve their stats and abilities, while A.G.W.S. Ammo is used to improve some types of their weapons.

See **Character Accessories and Items** (page 40) and **A.G.W.S. Data** (page 46) for more details on items.

ETHER

Ether is the *Xenosaga* version of magical spells or abilities. Choosing this menu option allows you to view and use Ether available for each character. It also allows you to set up the list of Ether available in combat, to evolve one Ether into a new one, or to transfer a copy of an Ether to a new character.

For more information on customizing your Ether and an overview on what they can do in general, please refer to **Character Customization** (page 10).

TECH ATTACKS

Tech Attacks are special attacks in combat that deal more damage and sometimes inflict a status effect onto the enemy. These attacks require a certain combination of buttons pressed in combat to trigger them, and until they are improved they require more AP (action points) than you normally gain in one combat round.

The Tech Attack section of the menu allows you to view these attacks to see the type of damage that they inflict along with any other special effects. Here you can also set up the various attacks to be performed with each button combination, and you can improve the attacks themselves in various ways.

Refer to **Battle System Data** (page 62) for more information on combat in general, and check **Character Customization** (page 8) for an explanation of Tech Attacks and how to improve them.

SKILLS

Along with Ether and Tech Attacks, each character can also learn various Skills which give them improved stats or bonus abilities in combat. These Skills can be extracted from the armor and accessories that you gather, which can be done via this menu option. The Skills section of the menu also allows you to change which Skills are active for each character, as a character can only have three in use at one time.

Please see **Character Customization** (page 13) for info on extracting and using Skills.

CHARACTERS

Here you can view and improve the stats for each character, such as Strength, HP, Dexterity, and so on. This is also the menu option that allows you to equip and unequip weapons, armor, and accessories for each character. Also, if you wish to switch the lead character (the character who appears on the screen as you explore), you can do so here by pressing ■ while highlighting the new leader.

A.G.W.S.

A.G.W.S. is short for Anti-Gnosis Weapon System, and refers to the large robotic bodies that characters can call forth and use in battle. They are also sometimes referred to as mechs. These systems use armor and weapons much like a character, but to improve their basic stats they must be upgraded with new Frames and Generators, and they are harder to heal.

The A.G.W.S. menu option allows you to view your A.G.W.S. units (you can have up to six by the end of the game) and to assign pilots to them. You can also choose this option to equip or unequip weapons, armor, and accessories for your A.G.W.S.

A.G.W.S. Data (page 44) provides more information about these mechs, and you can get information on a mini-game using the A.G.W.S. in the Mini-Games section of **Part III: Appendices**.

BATTLE FORMATION

You can have up to three characters in the active party at once. Any other characters do not take part in combat, but still gain some of the experience points (but none of the various other points) gained at the end of each fight.

You can switch characters between the active party and the reserve characters at any time outside combat or a scripted event using this Battle Formation menu option. You can also change the formation of your active party here, switching characters between the front and back rows on the battlefield.

To learn more about formation and how it affects combat, refer to **Battle System Data** (page 62).

U.M.N.

The U.M.N. is a special network that provides a variety of services throughout your journey. With this menu option you can read and reply to Mail, view enemy and keyword Database entries, view the Plug-in Module to see which Plug-in devices you have available, and access the EVS (Environmental Simulator) in order to recreate areas that you have already explored at one time, allowing you to retrieve items and gain extra experience.

U.M.N. Data (page 64) gives more information on these services and how to use them. For information on specific mail messages and how to trigger them, refer to each section of the main walkthrough.

GAME OPTIONS

This is the final section of the menu, and allows you to customize your output and displays for the game. Change Sound Output types, change the Cursor Location Memory setting, toggle Vibration on and off, set the Radar Display on or off, and adjust the Monitor Settings with this menu.

EXPLORATION

Knowing how to use the menus and enhance your abilities is important, but does you no good without learning how to make your way around the world as well. Throughout the game you must go from location to location, gather items, fight battles, and generally explore different facets of the complex game world in order to achieve your goals.

THE WORLD

The world of *Xenosaga* is spread out over a vast amount of space and is comprised of planets, satellites, spaceships and more. You start out on the spaceship Woglinde, and a great deal of your time from this point on is spent on ships of one type or another. On most ships you have some place to rest if you've been wounded, as well as various types of merchants.

From time to time you do set foot on other more permanent areas as your ship docks and you explore colonies and dangerous locales. In the more civilized areas, such as the Dock Colony or the Kukai Foundation, you can buy a greater variety of items and service your A.G.W.S. units. There are sometimes inns where you can rest, and there even may be side quests or other events to pursue in connection to some of the areas. In some more dangerous areas, you must either avoid the enemies that wander around freely or be prepared for battle.

The radar to the bottom right of the screen can help you keep track of everyone nearby. The green blips on the radar screen show the friendly or neutral NPC's within the area. The red icon shows your location and the direction you are moving.

If there are yellow blips on your radar, these mark the location of hostile people or creatures. If these see or hear you, they will attack. The radar shows the locations of such creatures even if they are hidden in areas like a shadowy doorway. It does not show any creatures hidden within destroyable boxes.

BE SOCIABLE

Whenever you find yourself within a colony or other inhabited area of some sort, always speak to every person that you can find! Some may give you hints to a side quest that you can tackle, while others just give good advice. Some may provide unexpected services. It's also a good idea to speak to them again after any large event, in case they have anything new to say.

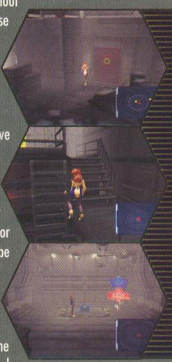
GETTING AROUND

If you are familiar with RPG's in general you know that some allow you to wander randomly, while others are more contained and linear. *Xenosaga* is one of the latter type of game—you move automatically from one area to the next as the large and complex story unfolds. Then, toward the end of the game, you get more freedom to move around in various ways, which allows you to finish up side quests or to go back for anything you missed.

SPECIAL OBJECTS

As you explore the different areas you may run across new objects to interact with. In general, press ● to inspect an item directly in front of you. A few of these objects appear quite often during your travels, and deserve special note.

The red doors with strange symbols discovered throughout your journey are known as Segment Addresses. These doors open only for the correct Decoder, which is found at a different point in the game. See **Segment Addresses** in **Part III: Appendices** for more information.



When you encounter a ladder, stand next to it and move in the direction of the ladder to climb onto the rungs. Climb up or down the ladder by pressing the directional buttons or left analog stick in that direction. Step off the ladder by pressing in the direction toward an empty space. If you cannot leave the ladder, move slightly up or down until you find the right level. Some ladders may be slightly hidden—keep a close eye out for them!

The blue chests found during your journey hold various items and other treasures. Stand directly in front of the chest and press ● to open the chest and retrieve the contents. Many chests are hidden within objects that can be destroyed with the Vaporizer Plug-in. The blue and red Exit sign to the right of the chest in the picture marks the location where you can leave a simulated area. Stand inside the rotating icon and press ● to return to the real world.

REVISITING AREAS

Once the game becomes less rigid in moving your characters around, you can move between set locations such as the Durandal and the Kukai Foundation via the Durandal's shuttle. If you speak to the captain of the Elsa, he may take you to another location such as the Dock Colony. Most of your exploration of previous areas however takes place within the EVS, the Environmental Simulator. This function of the U.M.N. allows you to recreate a few of the areas that you have already seen, recreating the enemies and items along with them. Use this function at any save point with an EVS plate to revisit areas in this way.

SAVE POINTS AND ITEM PLATES

Save points are visible in various areas as large golden plates that stand upright, rotating slowly. Save your game at one of these points by standing directly inside it and press ●, which brings up the save menu.

Some of the golden save points have a blue EVS plate on top, which means that this particular save point can be used to access the EVS function of the U.M.N. or to play the various mini-games. To access these features, stand within the save point and press ▲ to bring up the Main Menu, then select one of the mini-game passports from the Special Items menu or select U.M.N. and start up the EVS.

Some areas also contain a silver plate. These plates can be used to purchase and sell items. As with the save points, stand within the silver plate and press ● to open the merchant menu. These plates are few and far between, so use them to the utmost when you locate one.

The silver item plates are very handy, especially in the middle of a long dungeon, but they tend to have less variety than many of the shops. For expensive purchases like new A.G.W.S. units and their weapons and accessories you should find the best shops out in the world as you explore.

PICKING A FIGHT

While some locales are filled with people, allowing you to wander around at ease, other locations that you come across are swarming with enemies ready to attack at any time. Unlike some games, *Xenosaga* has no random encounters. Instead the enemies are visible on the maps and combat begins when you touch one of them, although in a few cases it begins directly after a scripted event.

While in most cases the areas with enemies are separate from the colonies that you can explore, on a few special occasions you may have foes appear in an area that was free of danger previously. So try to prepare yourself for the worst whenever you reach a new location, and stay on your toes.

USING THE VAPORIZER PLUG-IN

Except for these special few occasions, your enemies are located in a number of areas, most of which are eventually accessible via the EVS. These areas have another feature of note—most of them have various obstacles that can be removed with the Vaporizer Plug-in. Unlike most Plug-ins, this one is not listed under the U.M.N. Plug-in Module. Instead it is listed as a Special Item. Note that the Vaporizer function cannot be used between the time you leave the KOS-MOS training area (where you test the Plug-in for the developers) and the time you receive the finished version of the Plug-in.

To use the Vaporizer Plug-in, approach an object and wait to see if a strange glowing effect appears. If it does, use ■ to fire a beam of energy and destroy that object. If there are multiple destructible objects within range, press R1 or L1 to toggle between them. Destroying objects sometimes has no effect. At other times, it may open up a hidden passageway, reveal a hidden object, or even reveal an enemy that was lying in ambush. There is no randomness to this—each destroyed object has a set item or creature hidden within.

When you destroy a box or other large object, be on your toes. Many of the creatures that hide in destroyable objects are a bit tougher than normal for the area.

CHARACTER CUSTOMIZATION

CHARACTER STAT AND TECH ATTACK UPGRADING

While T.Pts are only one of the three types of points earned by characters in Xenosaga, these points have double importance. Not only do they allow you to improve your characters' Tech Attacks, but they also help you to improve your character stats as well.

CHARACTER STAT IMPROVEMENT

While your characters increase in stats and power as they gain levels, you may wish to customize them a bit and make them even more powerful by increasing stats individually by using T.Pts. Just remember to save T.Pts for advancing Tech Attacks as well.

To view a character's stats, select the "Characters" option from the Main Menu and choose the character that you would like to view. The character's basic information including stats is now displayed. Choose "Use T.Pts" from the sub-menu to bring up a list of stats that you can improve using T.Pts. Stats shown in gray are either too costly for you to improve at the moment or are already at the maximum for that level. Only those in white can currently be improved.

To improve one of these stats, scroll down to it on the list and press ●. Your current T.Pts total is displayed, along with the amount of T.Pts that it will take to improve that stat. Beneath the line, and next to the word Total, is the remainder of T.Pts that you will have if you do improve this stat. Press ● to move to the confirmation screen where you select "Yes" to improve the stat. Select "No" to cancel.

The stats and their effects are as follows:

HP	The amount of damage a character can take.
EP	The maximum amount of Ether Power a character can have.
STR	Physical attack power. Deals with damage dealt by physical attacks.
VIT	Physical defense power. Deals with damage received from physical attacks.
EATK	Ether Attack power. Influences Ether effects.
EDEF	Ether Defense power. Deals with damage received from Ether.
DEX	Accuracy rating. Deals with the probability of enemies not dodging attacks.
EVA	Evasion rating. Deals with the probability of dodging enemy attacks.
AGL	Speed. Influences the order of movement in a given turn.

STAT MAXIMUMS

If you use T.Pts to increase a character's stats, you will be informed that there is a maximum value for that stat. This number is not an absolute value for that stat! Instead, it is the highest the stat can go for that level. Increase that character's level to increase the maximum stat values.

TECH ATTACK IMPROVEMENT

Unlike Ether skills, your characters (with the exception of KOS-MOS) gain new Tech Attacks through leveling up, with no need to evolve a new Tech Attack from a previous one. This doesn't mean that you can ignore your Tech Attacks. While you gain new Tech Attacks through experience, none of these attacks increase in power or in other ways unless you improve them manually using T.Pts.

To view or improve individual Tech Attack attributes, select the "Tech Attacks" option from the Main Menu. Select the character whose attacks you wish to view. Choose "Use T.Pts" from the sub-menu in order to view and improve each specific attribute.

The "Tech" attribute is equivalent to the attack's level. As you improve this, the Tech Attack increases in power. Each Tech Attack has a maximum Tech Level, and each level costs a different amount of T.Pts to improve. Refer to the **Character Data** section of this guide for tables that show the amount of T.Pts required for improving the levels of the various Tech Attacks, along with points needed to improve the other attributes for that attack.

The "Speed" attribute has only two values — HI, and LW. Each attack starts with a LW speed, which means that the Tech Attack can only be set into the four LW Slots on the set list. In other words, they can only be used after accumulating 6 AP in combat and punching in two normal attacks. By spending T.Pts to increase the speed to HI, you allow the

Tech Attack to be set in either the LW or HI Slots of the set list. Setting an attack in one of the HI Slots allows the character to use that attack after only one normal attack, without having to accumulate an extra 2 AP.

Increasing the speed attribute is an especially good idea for the Tech Attacks that can attack all enemies at once. You may even end a fight against a group on your first character's first turn if you are lucky and skilled!

DOUBLE BUSTER

While using a Tech Attack from the HI Slot allows you to perform it using only 4 AP, the Tech Attack usually ends your turn automatically, even if you have extra AP left over from previous turns.

The Double Buster accessory allows you to perform more than one Tech Attack per turn. With this equipped, it's possible to save up 6 AP and use them to perform a normal attack and a HI-slot attack as normal, then continue on to use your last 2 AP for another LW-slot attack. You can also get this same ability by extracting and setting the "W Special" skill from the Double Buster.

Improving the "Wait" attribute on a Tech Attack means that you wait less time after that attack and before the character's next attack. Each attack's "Wait" attribute can be improved down to Ao.

BARGAIN HUNTING

"Wait" is easily the cheapest attribute to purchase. Because of this, it is usually a good idea to upgrade the "Wait" attribute for each Tech Attack as soon as you have enough T.Pts, as this makes you faster in combat. After this purchase it's a good idea to save your points in order to improve the speed attribute of at least one "Near" and one "Far" Tech Attack. Being able to pull off a Tech Attack during one round without wasting a round first quickly becomes crucial in combat.

After you have gained a new Tech Attack or at any other time you wish to change your available attacks, select the "Set" option from the Tech Attack sub-menu. Here you can scroll along the various slots. The slots are divided between HI and LW attack speeds, and only those attacks which have had their speed attribute improved are available for the top two HI Slots. Each slot is further labeled as either "Near" or "Far." "Near" attacks are those which are preceded by one or more of the close, hand-to-hand attacks in combat. The "Far" Tech Attacks are preceded by only the long-ranged attacks, usually Ether-type, in a fight.

Remember that flying enemies can only be attacked by long-distance attacks. This means that you are limited to your two "Far" Tech Attacks in your HI and LW Slots when fighting them.

Select one of the slots from the list using ●, and scroll up and down the complete list of that character's Tech Attacks to choose which to place in that slot. Attacks that cannot be placed in that slot are shown in gray, while those that are valid choices are displayed in white. Some attacks are unavailable because their speed has not yet been increased to HI, while others may conflict with the range of that slot.

Unlike the other characters in your group, Jr. uses only long-distance "Far" attacks thanks to his gunfighting abilities. This means that his normal range of Tech Attacks is available against a flying opponent.

PREPARE FOR EVERYTHING

While you very likely have a few favored attacks that you have improved more than any other, try not to clutter your set list with too many multiple copies of the same attack. While the HI speed attacks are going to be the attacks most used, it's a good idea to keep a few varied Tech Attacks in the other slots in reserve, in case you meet an enemy only weak against certain elements or attack types. Shion's Analyze Ether can show the enemy's weakness so that you can exploit it in your fight.

Remember that a Tech Attack must be set into a slot in order to be used in combat. Gaining all the Tech Attacks for a character does you no good if you do not take the time to set them up correctly.

ETHER

Ether in *Xenosaga* is much like magic in other RPG's. It allows you to convert a character's EP (Ether Power) into abilities. These abilities can damage the enemy, change the status of characters in battle, heal allies, and more.

Each character starts out with only a few Ether skills unique to him or her. As the character gains E.Pts (different from EP) after battle, you can eventually use these points to evolve one Ether skill into another, or use them to transfer an Ether skill to other characters.

Each type of Ether skill can be very useful in its place. Support Ether perform helpful tasks, like Shion's Analyze that gives enemy information. Recovery Ether like chaos' Healing Dew can heal one or even all members of the party, keeping them alive, while Attack Ether can do great damage against an enemy weak against a specific element.

ETHER SKILL TYPES

There are three types of Ether skill: Attack, Recovery, and Support. A different icon within each character's Ether tree (see individual character sections for each Ether tree) represents each type.

A red icon represents Attack-type Ether. These Ether damage or otherwise attack the enemy.

Recovery-type Ether appears on the tree with a green icon. They restore HP or remove status ailments.

The purple icon on the Ether tree represent a Support-type Ether. These abilities usually allow you to give status ailments or other changes to the enemy, although other Ether skills such as Analyze also show up in this category.

SHION'S EXCEPTIONS

A few of Shion's Ether skills do not actually appear on her tree with any icon. These are obtained by assembling the Robot Parts found throughout the world, and cannot be evolved or transferred.

Two Ether skills allow theft of items from the enemy. Jr.'s Psycho Pocket can be transferred to anyone fairly cheap, while Shion's Queen's Kiss is unique to her. These may not seem very useful during most normal fights, but they are invaluable against some foes such as bosses, as they give you the chance to retrieve both the common and rare item from the foe. Momo's Magic Caster Tech Attack is also useful for this.

To cast an Ether on one or more members of your group, go into the Main Menu and select Ether from the list of options, then select the character to cast the Ether. Select Use from the list to open a list of Ether set for that character. Those that cannot be used outside combat are grayed out, while valid choices are in white. Select the Ether to cast, and a target as necessary.

Even the "fighters" of your group can have useful Ether skills to cast once in a while, so make sure you do not neglect them.

SET

The Set option in the Ether submenu for each character allows you to ready an Ether skill for use. Each character has twelve Ether Weight (Wt) to fill, and cannot exceed this limit. Each Ether on these lists has a Wt listed. This Wt is the amount of the maximum Ether Weight (Wt) that the Ether fills. Thus, if an Ether with a Wt of 4 is set to be used, then 8 Wt remains available for setting other Ether skills.

SHARING THE WEALTH

If one character has too many useful Ether skills to set all at once, consider transferring some to another character that has less vital Ethers, and set them there instead.

E.PTS

Each character's Ether submenu also includes an option for using E.Pts. This allows the character to select an Ether and evolve it into a new Ether skill, or to transfer that Ether skill to another character. Either way, the Ether skill that is evolved or transferred remains on the character's list, as well. Thus, Ether is not limited to one copy in the party at a time, and are not lost from evolution.

Each Ether skill has different attributes, shown on the tables that follow. Transferring an Ether skill to another character requires half the listed E.Pts. In addition, the character receiving an Ether in this fashion is not able evolve it. Wt is the set amount of the maximum Ether Weight that an Ether skill takes up on a character's list of Set Ether. Target lists the valid targets for the Ether.

DOUBLE LISTING

Since most Ether can be transferred to other characters, the following tables list Ether by group. Individual character sections contain essentially the same information, but the Ether listed there originate with that character. Ether that cannot be transferred are not listed here, only with the character who has the ability to use them.

ATTACK-TYPE ETHER

ETHER	EP	E.PTS	WT	TARGET	CHARACTER	DESCRIPTION
Cataclysm	12	800	4	All enemies	chaos	Reset attack & wait time
Dex Ether Fa	12	720	4	All enemies	KOS-MOS	Fire Ether Atk
Dex Ether Le	12	720	4	All enemies	KOS-MOS	Lightning Ether Atk
Dex Ether Ra	12	720	4	All enemies	KOS-MOS	Ice Ether Atk
Flame Wings	4	400	1	One enemy	chaos	Fire Ether Atk
Ice Wings	4	280	1	One enemy	chaos	Ice Ether Atk
Light & Wings	12	800	4	All enemies	chaos	Attack / Clear all enemy status changes
Lightning Wings	4	620	1	One enemy	chaos	Lightning Ether Atk
Miracle Star	4	240	1	One enemy	MOMO	Non-elemental Ether Atk

RECOVERY-TYPE ETHER

THER	EP	E.PTS	WT	TARGET	CHARACTER	DESCRIPTION
Healing Dew	6	240	2	All allies	chaos	HP recovery / Low
Life Shot	2	120	1	One enemy/ally	MOMO	HP recovery / Mid
Medica	2	40	1	One enemy/ally	Shion	HP recovery / Low
Medica All	8	240	2	All allies	Shion	HP recovery / Mid
Medica Rest	8	380	2	One enemy/ally	Shion	HP recovery / Max
Recharge	4	280	2	Self	Ziggy	HP recovery / Mid
Refine	6	300	1	One ally	MOMO	Revive & HP recovery / Low
Revert	12	420	2	One ally	Shion	Revive & HP recovery / Mid

SUPPORT-TYPE ETHER

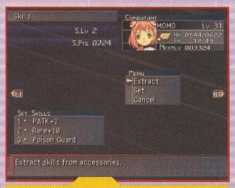
ETHER	EP	E.PTS	WT	TARGET	CHARACTER	DESCRIPTION
Analyze	2	160	1	One Enemy	Shion	Analyze Items and HP
Boost 1	4	360	2	One ally	Shion	Increase Boost by 1
Chain	4	300	1	One enemy	Jr.	Evade down for Biological and Gnosis enemies
Charge X	4	480	2	Self	Ziggy	1X per battle / HP & EP recovery X2
Coin Lock	8	700	2	One ally	Jr.	Block status changes and support effects
Down Dex	4	360	1	One enemy	KOS-MOS	Dexterity down for Biological and Gnosis enemies
Down Ether	4	520	1	One enemy	KOS-MOS	Ether down for Biological and Gnosis enemies
Down Force	4	480	1	One enemy	KOS-MOS	Phys Atk down for Biological and Gnosis enemies
Ether Flare	4	260	1	One enemy/ally	Jr.	Increase Ether effect 25%
Ether Limit	16	620	3	Self	KOS-MOS	Ether Atk damage and cost X2
Ether Shift A	4	300	1	Self	Ziggy	Focus Ether Def
Ether Shift B	4	300	1	Self	Ziggy	Focus Ether Atk
Gate	8	660	4	One enemy	KOS-MOS	HP divided by 4 damage on Biological and Gnosis enemies / Occasionally "Instant KO"
Goodbye	1	180	1	Allies	Shion	Escape from battle
Jamming	4	220	1	One enemy	Shion	Dexterity down for Mech enemies
Junk Beam	6	500	2	One enemy	MOMO	Reduce Mech enemy action 50%
Misty	10	600	2	One enemy	Jr.	Disable Biological and Gnosis enemies' spells
Mode A7	2	100	1	Self	KOS-MOS	Focus Phys Atk
My Guard	2	40	1	Self	Ziggy	Focus Phys Def
Prayer	6	400	2	Self	MOMO	A heavenly gift—gain a random item
Protective Wear	4	120	1	One enemy/ally	chaos	Ether effect down 25%
Psycho Arm	4	160	1	Self	Jr.	Increase Phys Atk
Psycho Pocket	4	400	1	One enemy	Jr.	Steal items
Purifying Storm	6	900	2	All allies	chaos	Clear all status changes
Quick	6	400	2	One ally	Shion	Increase speed 25%
Red Mark	4	540	2	One Enemy	Ziggy	1X per enemy / 80% Critical Hit rate against Mech enemies
Refresh	2	320	1	One ally	Shion	Clear all status changes
Safety Level	12	380	3	Ally	Shion	1X per ally per battle / Survive with 1 HP
Sheep Beam	4	320	1	One enemy	MOMO	Put Mech enemy pilots to sleep
Speed Boost	10	720	4	Self	Ziggy	Increase Speed 50%
Speed Machine	6	700	2	One ally	Jr.	Increase speed 25%
Supreme Judgement	8	600	2	One enemy	chaos	HP recovery down (1/2)

SKILL POINTS

Most accessories, and a few articles of clothing, have special properties that range from statistical bonuses to preventing certain status abnormalities when equipped. As characters earn Skill Points (S.Pts), they can extract the abilities out of these items and use up to three of these Skills without having the accessory or clothing equipped. In some cases, having both the Skill set and the accessory equipped leads to a greater bonus (see the following 'Skill Effects').

This extra level of customization is of greatest benefit when the characters have limited access to certain accessories (whether from lack of G, or the item being rare) that are necessary for surviving some areas. Have two of the active characters extract the Skill and set it for use, which leaves the accessory available to the third active character, most likely the one to have earned the fewest Skill Points.

Before setting a new Skill, you must make room for it. Use ● to toggle the check marks off and on.



The initial Skills screen displays Set Skills, S.Lv, available S.Pts, and leads to the Extract and Set subscreens.

SKILL LEVEL

MOMO's Skill Level here is only 3, making the Level 4 Skill from the White Ring unavailable.

Only one Skill can be drawn out of an item, so you must find a large number of accessories in order to grow in Skill Level (S.Lv). You cannot draw Skills out of accessories that are higher than the character's Skill Level. Each character's Skill Level increases as the character draws Skills out of the accessories. The following table shows the amount of S.Pts that must be spent (acquiring them isn't enough) in order to achieve each level.

S.LV	REQUIRED POINTS
2	200
3	800
4	1800
5	4500

SKILL EFFECTS

In the following table, Skill Effect column, Single means that the effects of the Skill/equipment can not be enhanced. Double means that when the item is equipped in conjunction with equipping the Skill, the effect doubles. For example, equipping Coat•Fire and the Fire-20 skill reduces fire damage by 40%.

FULL LISTING

What follows are only the items with an extractable skill. A full item listing is provided in the **Character Accessories and Items** section.

ITEM EXTRACT SKILLS TABLE

NAME	TYPE	SKILL NAME	SKILL LV	S.PTS	SKILL EFFECT	DESCRIPTION
Guard Pendant	Accessory	PDEF Guard	1	30	Single	Prevents "Phys Defense Down"
Power Brace	Accessory	PATK Guard	1	30	Single	Prevents "Phys Attack Down"
Sniper Goggles	Accessory	DEX Guard	1	40	Single	Prevents "Dexterity Down"
Blue Ring	Accessory	DEX+2	1	50	Double	Dexterity +2
Kobold Ring	Accessory	EVA+2	1	50	Double	Evade +2
Scope	Accessory	Search Eyes	1	60	Single	Displays enemy HP information
Snake Hunter	Accessory	Poison Guard	1	60	Single	Prevents "Poison"
Spirit Pendant	Accessory	EATK Guard	1	60	Single	Prevents "Ether Atk Down"
Clock Shield	Accessory	Slow Guard	1	100	Single	Prevents "Slow"
Green Ring	Accessory	PDEF+2	2	150	Double	Physical Def +2
Red Ring	Accessory	PATK+2	2	150	Double	Physical Atk +2
Orange Ring	Accessory	EDEF+2	2	180	Double	Ether Def +2
Purple Ring	Accessory	EATK+2	2	180	Double	Ether Atk +2
Nightwalker	Headgear	Sleep Guard	2	200	Single	Prevents "Sleep"
Thief Ring	Accessory	Rare+10	2	200	Double	Increases rare item acquisition rate 10%
Magical Hat	Headgear	Lost Guard	2	220	Single	Prevents "Lost"
Soldier's Honor	Accessory	Special Guard	3	240	Single	Prevents "Attack Disable"
Battle Mask	Accessory	Tech Attack AC	3	300	Single	HI Slot Tech Attack increase in Critical Hit rate
Blade Soul	Accessory	Confusion Guard	3	300	Single	Prevent "Confusion"
Blue Topaz	Accessory	Ether Power D	3	300	Single	"Veil" support effect
Chakra Shield	Accessory	EP Guard	3	300	Single	Guard against EP damage
Coat-Beam	Accessory	Beam-20	3	300	Double	Reduces B-type damage 20%
Coat-Fire	Accessory	Fire-20	3	300	Double	Reduces F-type damage 20%
Coat-Ice	Accessory	Ice-20	3	300	Double	Reduces I-type damage 20%
Coat-Lightning	Accessory	Lightning-20	3	300	Double	Reduces L-type damage 20%
Coat-Sword	Accessory	Sword-20	3	300	Double	Reduces Slash/Pierce-type damage 20%
Cross	Accessory	Damage-10	3	300	Double	Reduces damage 10%
Defibrillator Vest	Accessory	KO Guard	3	300	Single	Prevents "Instant KO"
Field Ring	Accessory	Stop Guard	3	300	Single	Prevent "Stop"
Golden Dice	Accessory	Damage UD	3	300	Single	Fluctuating damage depending on HP

NAME	TYPE	SKILL NAME	SKILL LV	S.PTS	SKILL EFFECT	DESCRIPTION
Hunter Goggle	Accessory	CRTC+5	3	300	Double	Increases Critical Hit rate 5%
Neo Armor α	Armor	PDEF+4	3	300	Double	Has "Physical Defense +4" skill
Neo Armor ß	Armor	EDEF+4	3	300	Double	Has "Ether Defense +4" skill
Red Topaz	Accessory	Ether Power U	3	300	Single	"Anti-Veil" support effect
Revenge Power	Accessory	CB On	3	300	Single	When attacked, auto boost (requires "Counter +10" skill)
Rune Crystal	Accessory	EP Double Guard	3	300	Single	Prevents "EP Overconsumption"
Samurai Heart	Accessory	Counter+10	3	300	Double	Increases counter rate 10%
Silver Crown	Accessory	EPMAX+15	3	300	Double	Max EP +15%
Soul	Armor	Lonely PDUP	3	300	Single	Physical defense up every time allies are K.O.ed
Spirit	Armor	Lonely EDUP	3	300	Single	Ether defense up every time allies are K.O.ed
Venom Block	Accessory	A-Poison Guard	3	300	Single	Prevents "Attack Poison"
Yamato Belt	Accessory	HPMAX+15	3	300	Double	Increases Max HP 15%
Wooden Idol	Accessory	Bind Guard	3	320	Single	Prevents "Bind"
Commander's Crest	Accessory	AP+1	4	300	Single	Each turn AP +1
Boost Pack	Accessory	Battle BC+1	4	500	Single	Boost +1 at start of battle
Bravesoul	Accessory	HP Strong	4	500	Single	Str increases as HP decreases
Double Buster	Accessory	W Special	4	500	Single	■●●, ▲●● 2x Tech Attack possible
Life Stone	Accessory	Recovery Double	4	500	Single	Recovery amount 2x
Shield Armor	Armor	All Guard	4	500	Single	Guard against all status effects/ abnormalities
Speed Shoes	Accessory	Speed+25	4	500	Double	Increases speed 25%
Trauma Plate	Accessory	CRTC Guard	4	500	Single	Prevents "Critical Hit"
Gemini Clock	Accessory	ST Double	4	500	Single	Status effects lasts 2x longer
White Ring	Accessory	AGL+1	4	500	Double	Agility +1
Angel Ring	Accessory	EP Half	5	1000	Single	EP consumption 1/2
Craft Apron	Accessory	Skill P+25	5	1000	Double	25% increase in S.Pts earned
Master's Pendant	Accessory	Experience P+25	5	1000	Double	25% increase in experience points earned
Star Hat	Headgear	Ether P+25	5	1000	Double	25% increase in E.Pts earned
Swimsuit	Armor	Tech P+25	5	1000	Double	25% increase in T.Pts earned

Shion

Shion Uzuki is a skilled and dedicated scientist pulled quickly into events beyond her control. Thanks to her connections she has some high-tech toys to help her out during the adventure, and her tendency to dedicate herself wholeheartedly to what she's doing helps to see her through the rest. There are also things that happen to and around Shion that hint at her being more than she seems.

Shion is one of the most balanced members of the group. The M.W.S. system gives her fairly strong physical and Ether attacks, and she has healing abilities that open up as she gains experience, as well as other more diverse Ether skills.

NORMAL ATTACKS

NAME	COMMAND	RANGE	ATTRIBUTES
Knuckle	■	Near	Hit
Power Kick	■ ■	Near	Hit
Stun Shock	■ ▲	Near	Lightning
Firecracker	▲	Far	Line
Spin Kick	▲ ■	Near	Hit
Cherry Bomb	▲ ▲	Far	Line/Fire

WEAPON AND AMMO

Shion's sole weapon through this adventure is the M.W.S. The ammunition she equips only affects the Tech Attack Shock Blade.

AMMUNITION

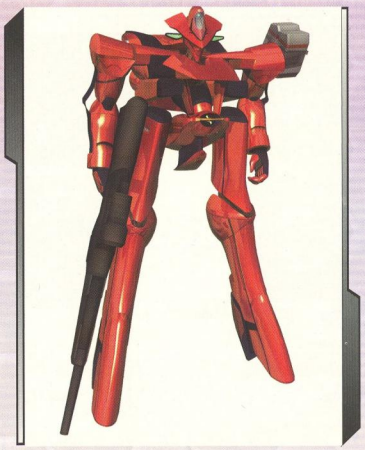
NAME	PRICE	ADDED EFFECT TO SHOCK BLADE
BXS001V	200	"Slow" against M types
BXS002V	200	"Power Loss" against M types
BXS003V	200	"Armor Failure" against M types
BXS004V	200	"Phys Atk Down" against B, G-type enemies
BXS005V	200	"Phys Def Down" against B, G type enemies

ETHER

NAME	TYPE	EP	E.PTS TO IMPROVE	WT	IMPROVES FROM	IMPROVES TO	TARGET	DESCRIPTION
Medica		2	40	1	-	Analyze / Goodbye	One enemy/ally	HP recovery/Low
Analyze		2	160	1	Medica	Medica All / Refresh	One enemy	Analyze items and HP
Goodbye		1	180	1	Medica	Boost 1 / Jamming	Ally	Escape from battle
Medica All		8	240	2	Analyze	Medica Rest / Revert	All allies	HP recovery/Mid
Refresh		2	320	1	Analyze	Safety Level / Quick	One ally	Clears all Status changes
Boost 1		4	360	2	Goodbye	Queen's Kiss	One ally	Increases Boost by 1
Jamming		4	220	1	Goodbye	-	One enemy	Dexterity down for M enemies
Medica Rest		8	380	2	Medica All	-	One enemy/ally	HP recovery/Max
Revert		12	420	2	Medica All	-	One ally	Revive & HP recovery/Mid
Safety Level		12	380	3	Refresh	-	One ally	1x per ally/Survive with 1 HP
Quick		6	400	2	Refresh	-	One ally	Increases speed 25%
Queen's Kiss		8	-	4	Boost 1	-	One enemy	Occasionally "Instant KO" / Steal items
Seraphim Bird	-	24	-	4	-	-	All enemies	Beam / 1x per battle / Spread beam attack
Throni Blade	-	16	-	4	-	-	All enemies	Slash / 1x per battle / Giant top attack
Dominion Tank	-	20	-	4	-	-	All enemies	Hit / 1x per battle / Ultra heavy weight attack
Erde Kaiser	-	60	-	12	-	-	All enemies	Slash / 1x per battle / Ultimate attack using combined form

ABOUT THE ETHER TABLES

Ether table entries that are yellow are transferable Ethers.
Ether table entries that are blue are non-transferable Ethers.



Shion's default A.G.W.S., the VX-10000

ROBOT PARTS

Shion's Ether summons (Seraphim Bird, Throni Blade, Dominion Tank and Erde Kaiser) are found through the completion of the chapters of the Mysterious Robo Parts side quest.

SHION'S TECH ATTACKS

Lightning Blast

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit/Lightning
LV	Default
DESCRIPTION	Lightning attack

150 SPEED WAIT 10

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	90	125	160	195	230	265	300	335	370	
11	12	13	14	15	16	17	18	19	20	
405	440	475	510	545	580	615	650	685	720	
21	22	23	24	25	26	27	28	29	30	
755	790	825	860	895	930	965	1000	1035	1070	
31	32	33	34	35	36	37	38	39	40	
1105	1140	1175	1210	1245	1280	1315	1350	1385	1420	
41	42	43	44	45	46	47	48	49	50	
1455	1490	1525	1560	1595	1630	1665	1700	1735	1770	

Shock Blade

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Pierce/S
LV	11
DESCRIPTION	Different status effects by changing cartridges

200 SPEED WAIT 20

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	120	155	190	225	260	295	330	365	400	
11	12	13	14	15	16	17	18	19	20	
435	470	505	540	575	610	645	680	715	750	
21	22	23	24	25	26	27	28	29	30	
785	820	855	890	925	960	995	1030	1065	1100	
31	32	33	34	35	36	37	38	39	40	
1135	1170	1205	1240	1275	1310	1345	1380	1415	1450	
41	42	43	44	45	46	47	48	49	50	
1485	1520	1555	1590	1625	1660	1695	1730	1765	1800	

Spell Ray

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Beam
LV	Default
DESCRIPTION	Concentrated Ether beam

150 SPEED WAIT 10

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	90	125	160	195	230	265	300	335	370	
11	12	13	14	15	16	17	18	19	20	
405	440	475	510	545	580	615	650	685	720	
21	22	23	24	25	26	27	28	29	30	
755	790	825	860	895	930	965	1000	1035	1070	
31	32	33	34	35	36	37	38	39	40	
1105	1140	1175	1210	1245	1280	1315	1350	1385	1420	
41	42	43	44	45	46	47	48	49	50	
1455	1490	1525	1560	1595	1630	1665	1700	1735	1770	

Thermal Blast

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit/Fire
LV	15
DESCRIPTION	Vicious fire attack

250 SPEED WAIT 20

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	150	185	220	255	290	325	360	395	430	
11	12	13	14	15	16	17	18	19	20	
465	500	535	570	605	640	675	710	745	780	
21	22	23	24	25	26	27	28	29	30	
815	850	885	920	955	990	1025	1060	1095	1130	
31	32	33	34	35	36	37	38	39	40	
1165	1200	1235	1270	1305	1340	1375	1410	1445	1480	
41	42	43	44	45	46	47	48	49	50	
1515	1550	1585	1620	1655	1690	1725	1760	1795	1830	

Gravity Well

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit/S
LV	23
DESCRIPTION	Inflicts "Slow" on B-type, G-type enemies

350 SPEED WAIT 40

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	180	215	250	285	320	355	390	425	460
11	12	13	14	15	16	17	18	19	20
495	530	565	600	635	670	705	740	775	810
21	22	23	24	25	26	27	28	29	30
845	880	915	950	985	1020	1055	1090	1125	1160
31	32	33	34	35	36	37	38	39	40
1195	1230	1265	1300	1335	1370	1405	1440	1475	1510
41	42	43	44	45	46	47	48	49	50
1545	1580	1615	1650	1685	1720	1755	1790	1825	1860

Rain Blade

TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Air/Beam
LV	30
DESCRIPTION	Rain of beam blades

600 SPEED WAIT 40

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	220	290	360	430	500	570	640	710	780
11	12	13	14	15	16	17	18	19	20
850	920	990	1060	1130	1200	1270	1340	1410	1480
21	22	23	24	25	26	27	28	29	30
1550	1620	1690	1760	1830	1900	1970	2040	2110	2180
31	32	33	34	35	36	37	38	39	40
2250	2320	2390	2460	2530	2600	2670	2740	2810	2880
41	42	43	44	45	46	47	48	49	50
2950	3020	3090	3160	3230	3300	3370	3440	3510	3580

Lunar Blade

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Slash/Beam
LV	27
DESCRIPTION	Slice with a beam blade

350 SPEED WAIT 40

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	210	245	280	315	350	385	420	455	490
11	12	13	14	15	16	17	18	19	20
525	560	595	630	665	700	735	770	805	840
21	22	23	24	25	26	27	28	29	30
875	910	945	980	1015	1050	1085	1120	1155	1190
31	32	33	34	35	36	37	38	39	40
1225	1260	1295	1330	1365	1400	1435	1470	1505	1540
41	42	43	44	45	46	47	48	49	50
1575	1610	1645	1680	1715	1750	1785	1820	1855	1890

Ether Amp

TARGET	One Enemy
RANGE	Near
TYPE	-
ATTRIBUTE	S
LV	20
DESCRIPTION	Sets Ether damage 2X bombs against B-type, G-type enemies (1 time effect)

200 SPEED WAIT 30

KOS-MOS

KOS-MOS is an android built by a Vector Industries team spearheaded by Shion Uzuki. Although Shion is one of KOS-MOS' creators, the android still has secrets hidden within her constructed body and mind that even Shion cannot comprehend. Hidden abilities appear from time to time, surprising her creator, and even the android's reactions can be secretive and hard for anyone to anticipate or explain. Despite the mystery surrounding KOS-MOS, she is still a valuable addition to the party.

Built to fight the Gnosis, KOS-MOS is a good addition to any group having to deal with these mysterious foes. Her beam attacks are very strong, and her physical attacks are nothing to scoff at. She can take a lot of punishment as well, although her abilities with Ether are not quite as strong. KOS-MOS is incapable of piloting an A.G.W.S. unit.

NORMAL ATTACKS

NAME	COMMAND	RANGE	ATTRIBUTES
Punch	■	Near	Hit
S-Sault	■ ■	Near	Slash
Sword	■ ▲	Near	Pierce
Blaster	▲	Far	Line/Beam
Needle	▲ ■	Near	Hit
Blaster	▲ ▲	Far	Line/Beam

SUB-WEAPONS

NAME	PRICE	TARGET	TYPE	INCREASE ETHER	EP	LIMITED USE	OBTAINED	NOTES
F-MSHOT	0	All (Line)	P			12	Default Equipment	Arm missile pod
F-GSHOT	2000	Single	P			2	Default Equipment	Triple gatling gun
F-BSHOT	3600	Single	E	120%	2	8	Durandal	Dragon Skull
F-RSHOT	8000	Single	P			8	Durandal	Short Rail Cannon
F-SCYTHE	16000	All (Line)	E	300%	8	1	Proto Merkabah	Scythe that emits an Ether field

AMMUNITION

NAME	PRICE	PHYSICAL ATK	OBTAINED	WEAPON
KGS10V	200	12	Default Bullet	F-GSHOT
KRS50V	700	28	Default Bullet	F-RSHOT

EMAILED UPGRADES

Unlike the other characters who must find or purchase new weapons, KOS-MOS' weapons are emailed to Shion. Remember to download the attachments before trying to equip each new weapon.

ETHER

NAME	TYPE	EP	E.PTS TO EVOLVE	WT	IMPROVES FROM	IMPROVES TO	TARGET	DESCRIPTION
Mode A7		2	100	1	-	Down Dex / Down Force	Self	Focus Phys Atk
Down Dex		4	360	1	Mode A7	Down Ether / Gate	One enemy	Dexterity down for B & G enemies
Down Force		4	480	1	Mode A7	Ether Limit	One enemy	Phys Atk down for B & G enemies
Down Ether		4	520	1	Down Dex	-	One enemy	Ether down for B & G enemies
Gate		8	660	4	Down Dex	Satellite	One enemy	Occassionally "Instant KO" /HP/4 damage on B & G enemies
Ether Limit		16	620	3	Down Force	Dex Ether Ra / Dex Ether Fa / Dex Ether Le	Self	Ether Atk damage and cost x2
Satellite		16	-	6	Gate	-	All enemies	Beam attack/1x per battle/Satellite beam weapon
Dex Ether Ra		12	720	4	Ether Limit	-	All enemies	Ice Ether Atk
Dex Ether Fa		12	720	4	Ether Limit	-	All enemies	Fire Ether Atk
Dex Ether Le		12	720	4	Ether Limit	-	All enemies	Lightning Ether Atk

TECH ATTACKS

All of KOS-MOS' Tech Attacks are sent via e-mail from Vector.

KOS-MOS' TECH ATTACKS

R•BLADE

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Slash
LV	Default
DESCRIPTION	Attack with a sword arm

200 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	130	180	230	280	330	380	430	480	530
11	12	13	14	15	16	17	18	19	20
580	630	680	730	780	830	880	930	980	1030
21	22	23	24	25	26	27	28	29	30
1080	1130	1180	1230	1280	1330	1380	1430	1480	1530
31	32	33	34	35	36	37	38	39	40
1580	1630	1680	1730	1780	1830	1880	1930	1980	2030
41	42	43	44	45	46	47	48	49	50
2080	2130	2180	2230	2280	2330	2380	2430	2480	2530

R•DRILL

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Pierce
LV	-
DESCRIPTION	Attack with a drill arm

300 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	180	230	280	330	380	430	480	530	580
11	12	13	14	15	16	17	18	19	20
630	680	730	780	830	880	930	980	1030	1080
21	22	23	24	25	26	27	28	29	30
1130	1180	1230	1280	1330	1380	1430	1480	1530	1580
31	32	33	34	35	36	37	38	39	40
1630	1680	1730	1780	1830	1880	1930	1980	2030	2080
41	42	43	44	45	46	47	48	49	50
2130	2180	2230	2280	2330	2380	2430	2480	2530	2580

R•CANNON

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Beam
LV	Default
DESCRIPTION	Attack with a beam arm

200 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	130	180	230	280	330	380	430	480	530
11	12	13	14	15	16	17	18	19	20
580	630	680	730	780	830	880	930	980	1030
21	22	23	24	25	26	27	28	29	30
1080	1130	1180	1230	1280	1330	1380	1430	1480	1530
31	32	33	34	35	36	37	38	39	40
1580	1630	1680	1730	1780	1830	1880	1930	1980	2030
41	42	43	44	45	46	47	48	49	50
2080	2130	2180	2230	2280	2330	2380	2430	2480	2530

X•BUSTER

TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Beam
LV	-
DESCRIPTION	Abdominal spread beam weapon

800 SPEED WAIT 40

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	280	380	480	580	680	780	880	980	1080
11	12	13	14	15	16	17	18	19	20
1180	1280	1380	1480	1580	1680	1780	1880	1980	2080
21	22	23	24	25	26	27	28	29	30
2180	2280	2380	2480	2580	2680	2780	2880	2980	3080
31	32	33	34	35	36	37	38	39	40
3180	3280	3380	3480	3580	3680	3780	3880	3980	4080
41	42	43	44	45	46	47	48	49	50
4180	4280	4380	4480	4580	4680	4780	4880	4980	5080

S·CHAIN

TARGET	One Enemy
RANGE	Far
TYPE	Line/S
ATTRIBUTE	-
LV	-
DESCRIPTION	Multiple status abnormalities on B, G, and M-type enemies

300 SPEED WAIT 30

R·HAMMER

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit
LV	-
DESCRIPTION	Attack with a hammer arm

400 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	230	280	330	380	430	480	530	580	630
11	12	13	14	15	16	17	18	19	20
680	730	780	830	880	930	980	1030	1080	1130
21	22	23	24	25	26	27	28	29	30
1180	1230	1280	1330	1380	1430	1480	1530	1580	1630
31	32	33	34	35	36	37	38	39	40
1680	1730	1780	1830	1880	1930	1980	2030	2080	2130
41	42	43	44	45	46	47	48	49	50
2180	2230	2280	2330	2380	2430	2480	2530	2580	2630

S·CHAIN STATUS EFFECTS

Vs. B, G-type enemies: Slow + Dex Down + Phy Def Down

Vs. M-type enemies: Slow + Dex Down + Armor Down

R·DRAGON

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit
LV	-
DESCRIPTION	Attack with a dragon arm

400 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	280	330	380	430	480	530	580	630	680
11	12	13	14	15	16	17	18	19	20
730	780	830	880	930	980	1030	1080	1130	1180
21	22	23	24	25	26	27	28	29	30
1230	1280	1330	1380	1430	1480	1530	1580	1630	1680
31	32	33	34	35	36	37	38	39	40
1730	1780	1830	1880	1930	1980	2030	2080	2130	2180
41	42	43	44	45	46	47	48	49	50
2230	2280	2330	2380	2430	2480	2530	2580	2630	2680

Ziggy

Ziggy, a cyborg from a bygone era, is losing touch with his human side when the story begins. While fighting and traveling alongside strange new people, he unexpectedly starts to find pieces of his lost humanity, thanks to these allies who are not always strictly human themselves. Although a skilled loner who finds himself forced to work with others, Ziggy keeps his head and remains capable and steadfast even in the worst crisis.

Ziggy is large, strong, and can take a lot of punishment before his half-metal body will give out, making him good for fighting enemies that deal a lot of damage. Ether skills are not his strongest suit, although he can learn a few that come in handy. Many of his Tech Attacks deal out fire damage, making him a good choice for enemies weak against flames. Ziggy cannot pilot an A.G.W.S.

NORMAL ATTACKS

NAME	COMMAND	RANGE	ATTRIBUTES
High Kick	■	Near	Hit
Jack Knife	■ ■	Near	Slash
Ignition	■ ▲	Near	Hit/Fire
Laser Blade	▲	Far	Line/Pierce
Jack Blade	▲ ■	Near	Slash
Laser Swing	▲ ▲	Far	Line/Pierce

SUB-WEAPONS

NAME	PRICE	TARGET	TYPE	INCREASE ETHER	EP	LIMITED USE	OBTAINED	NOTES
BMP55SX	800	All (Line)	E	135%	4	2	Default Equipment	Beam pod
MSP89SX	1200	All (Line)	P	-	-	2	"Talk to Me"	Missile pod

AMMUNITION

NAME	PRICE	PHYSICAL ATK	OBTAINED	WEAPON
MSS500	120	4	Default Bullet	MSP89SX
MSS540	360	12	Durandal Armory	MSP89SX

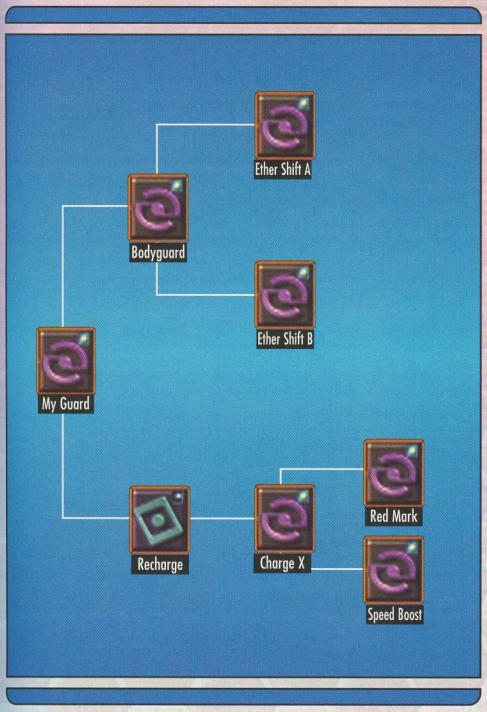
SHOPPING VS. FINDING

The Obtained column in the Weapon (or Sub-weapon) and Ammunition tables for the last four characters provides the location where that weapon or ammunition is found during the adventure. Most are discovered while visiting the location provided in the Obtained column and are noted in their respective walkthrough.

The two locations in quotes are shops. "Our Treasure Inn" is located at the Kukai Foundation and "Talk to Me" is found at the Dock Colony. Visit these shops after significant events to see when their stock changes. The walkthrough has updated shop listings throughout, so keep an eye open for them.

ETHER

NAME	TYPE	EP	E.PTS TO EVOLVE	WT	IMPROVES FROM	IMPROVES TO	TARGET	DESCRIPTION
My Guard		2	40	1	-	Bodyguard / Recharge	Self	Focus Phys Def
Bodyguard		2	200	1	My Guard	Ether Shift A / Ether Shift B	Self	Increase Str/Def when MOMO is behind
Recharge		4	280	2	My Guard	Charge X	Self	HP recovery/Mid
Ether Shift A		4	300	1	Bodyguard	-	Self	Focus Ether Def
Ether Shift B		4	300	1	Bodyguard	-	Self	Focus Ether Atk
Charge X		4	480	2	Recharge	Red Mark / Speed Boost	Self	1x only/HP & EP recovery x2
Red Mark		4	540	2	Charge X	-	One enemy	1x only/80% Critical Hit rate against M enemies
Speed Boost		10	720	4	Charge X	-	Self	Increase Speed 50%



ZIGGY'S TECH ATTACKS

Cyber Kick

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit/Fire
LV	Default
DESCRIPTION	Hundred kicks of fire

200 SPEED WAIT 10

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	130	180	230	280	330	380	430	480	530	
11	12	13	14	15	16	17	18	19	20	
580	630	680	730	780	830	880	930	980	1030	
21	22	23	24	25	26	27	28	29	30	
1080	1130	1180	1230	1280	1330	1380	1430	1480	1530	
31	32	33	34	35	36	37	38	39	40	
1580	1630	1680	1730	1780	1830	1880	1930	1980	2030	
41	42	43	44	45	46	47	48	49	50	
2080	2130	2180	2230	2280	2330	2380	2430	2480	2530	

Meteor Shot

TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Air/Fire
LV	15
DESCRIPTION	Fire attack from the air

600 SPEED WAIT 30

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	250	340	430	520	610	700	790	880	970	
11	12	13	14	15	16	17	18	19	20	
1060	1150	1240	1330	1420	1510	1600	1690	1780	1870	
21	22	23	24	25	26	27	28	29	30	
1960	2050	2140	2230	2320	2410	2500	2590	2680	2770	
31	32	33	34	35	36	37	38	39	40	
2860	2950	3040	3130	3220	3310	3400	3490	3580	3670	
41	42	43	44	45	46	47	48	49	50	
3760	3850	3940	4030	4120	4210	4300	4390	4480	4570	

Lightning Fist

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Lightning
LV	Default
DESCRIPTION	Lightning attack from the ground

200 SPEED WAIT 10

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	130	180	230	280	330	380	430	480	530	
11	12	13	14	15	16	17	18	19	20	
580	630	680	730	780	830	880	930	980	1030	
21	22	23	24	25	26	27	28	29	30	
1080	1130	1180	1230	1280	1330	1380	1430	1480	1530	
31	32	33	34	35	36	37	38	39	40	
1580	1630	1680	1730	1780	1830	1880	1930	1980	2030	
41	42	43	44	45	46	47	48	49	50	
2080	2130	2180	2230	2280	2330	2380	2430	2480	2530	

Cyclone

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Slash
LV	20
DESCRIPTION	A tornado-like slash attack

300 SPEED WAIT 30

TECH LEVEL

LV	1	2	3	4	5	6	7	8	9	10
COST	180	230	280	330	380	430	480	530	580	
11	12	13	14	15	16	17	18	19	20	
630	680	730	780	830	880	930	980	1030	1080	
21	22	23	24	25	26	27	28	29	30	
1130	1180	1230	1280	1330	1380	1430	1480	1530	1580	
31	32	33	34	35	36	37	38	39	40	
1630	1680	1730	1780	1830	1880	1930	1980	2030	2080	
41	42	43	44	45	46	47	48	49	50	
2130	2180	2230	2280	2330	2380	2430	2480	2530	2580	

Cross Lancer

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Pierce
LV	24
DESCRIPTION	Slash attack where the blades are crossed

400 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	230	280	330	380	430	480	530	580	630
11	12	13	14	15	16	17	18	19	20
680	730	780	830	880	930	980	1030	1080	1130
21	22	23	24	25	26	27	28	29	30
1180	1230	1280	1330	1380	1430	1480	1530	1580	1630
31	32	33	34	35	36	37	38	39	40
1680	1730	1780	1830	1880	1930	1980	2030	2080	2130
41	42	43	44	45	46	47	48	49	50
2180	2230	2280	2330	2380	2430	2480	2530	2580	2630

Hell Fire

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Slash/Fire
LV	30
DESCRIPTION	Slash from above while surrounded by fire

400 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	280	330	380	430	480	530	580	630	680
11	12	13	14	15	16	17	18	19	20
730	780	830	880	930	980	1030	1080	1130	1180
21	22	23	24	25	26	27	28	29	30
1230	1280	1330	1380	1430	1480	1530	1580	1630	1680
31	32	33	34	35	36	37	38	39	40
1730	1780	1830	1880	1930	1980	2030	2080	2130	2180
41	42	43	44	45	46	47	48	49	50
2230	2280	2330	2380	2430	2480	2530	2580	2630	2680

Executioner

TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Air/Lightning
LV	26
DESCRIPTION	Lightning attack from the sky

800 SPEED WAIT 40

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	350	440	530	620	710	800	890	980	1070
11	12	13	14	15	16	17	18	19	20
1160	1250	1340	1430	1520	1610	1700	1790	1880	1970
21	22	23	24	25	26	27	28	29	30
2060	2150	2240	2330	2420	2510	2600	2690	2780	2870
31	32	33	34	35	36	37	38	39	40
2960	3050	3140	3230	3320	3410	3500	3590	3680	3770
41	42	43	44	45	46	47	48	49	50
3860	3950	4040	4130	4220	4310	4400	4490	4580	4670

MOMO

Although a sweet young girl on the surface, MOMO is definitely more than she appears to be. A special prototype observational Realian, MOMO has many abilities that seem far beyond human capability. More than anything, MOMO wants to become human—a goal beyond her reach. Still, she tries to be cheerful and optimistic while lending her support in battle.

While capable beyond her appearance, MOMO is still not strong enough to do much damage in battle. Her main contributions to combat are her specialized abilities such as the item-stealing Magic Caster Tech Attack, and healing abilities. She works well as a supporting character in the back ranks, especially when paired with Jr. or Ziggy.

NORMAL ATTACKS

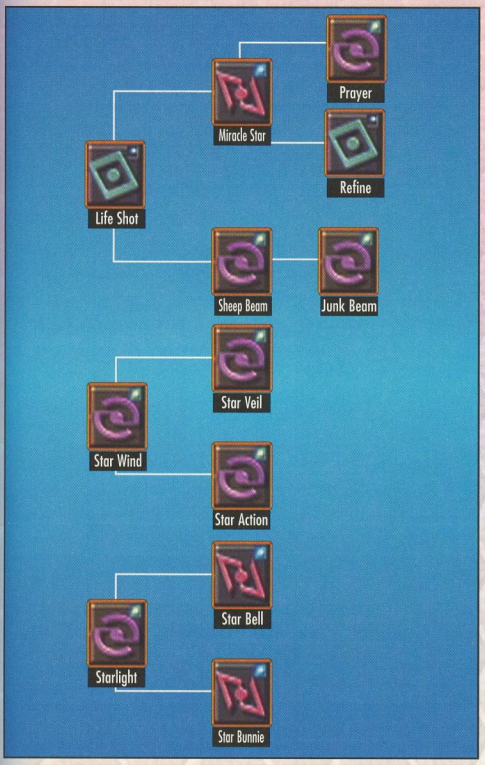
NAME	COMMAND	RANGE	ATTRIBUTES
Stardust	■	Near	Hit
Twin Stars	■ ■	Near	Hit
Dream Whirl	■ ▲	Near	Hit
Melody Ray	▲	Far	Line
Cosmic Flip	▲ ■	Near	Hit
Flower Storm	▲ ▲	Far	Line

WEAPONS

NAME	PRICE	TARGET	TYPE	PHYSICAL ATK	OBTAINED	NOTES
Battle Rod	120	Single	P	3	Default Equipment	Typical self-defense scepter
Metal Rod	200	Single	P	5	"Talk to Me"	Slightly hard and heavy battle scepter
Platinum Rod	380	Single	P	7	"Our Treasure Inn"	Light, powerful scepter
Mithril Rod	520	Single	P	9	"Our Treasure Inn"	Scepter made from rare materials
W Hammer Rod	1000	Single	P	10	Song of Nephilim	"Confusion" against B, G-type enemies
Saint Rod	680	Single	P	12	"Our Treasure Inn"	A hero's scepter made to combat evil
Dragon Rod	6000	Single	P	20	Proto Merkabah	Scepter with concentrated energy within
Penguin Rod	2000	Single	P	7	Defeat Mintia	"Slow" against B, G-type enemies

ETHER

NAME	TYPE	EP	E.PTS TO EVOLVE	WT	IMPROVES FROM	IMPROVES TO	TARGET	DESCRIPTION
Life Shot		2	120	1	-	Miracle Star / Sheep Beam	One enemy/ally	HP recovery/Mid
Miracle Star		4	240	1	Life Shot	Prayer / Refine	One enemy	Non-elemental Ether Atk
Sheep Beam		4	320	1	Life Shot	Junk Beam	One enemy	Puts M enemy pilots to sleep
Prayer		6	400	2	Miracle Star	-	Self	A heavenly gift
Refine		6	300	1	Miracle Star	-	One ally	Revive + HP recovery/Low
Junk Beam		6	500	2	Sheep Beam	-	One enemy	Reduces M enemy action 50%
Star Wind		10	100	2	-	Star Veil / Star Action	Self	1x per battle/Use Star Wind power to transform
Star Veil		4	-	2	Star Wind	-	All allies	Only during Star Wind/Ether effect down 25%
Star Action		6	-	2	Star Wind	-	One ally	Only 1x during Star Wind/Max AP
Starlight		10	100	2	-	Star Bell / Star Bunnie	Self	1x per battle/Use starlight power to transform
Star Bell		4	-	2	Starlight	-	One enemy	Only during Starlight/Non-elemental Ether Atk
Star Bunnie		8	-	2	Starlight	-	All enemies	1x per Starlight/Non-elemental Ether Atk



MOMO'S TRANSFORMATIONS

One of MOMO's more interesting abilities is the ability to transform briefly after casting a special Ether skill. This allows her to cast other helpful Ether, and also to use two of her Tech Attacks. These transformation spells are not evolved in the normal way, but instead must be found by MOMO herself. See the Walkthrough for more information on obtaining Starlight and Star Wind.

During the Star Wind transformation, MOMO's damage taken is reduced to half normal, while during Starlight her attacks increase X2. She usually remains transformed for two turns after her transformation, although this increases by one turn if her HP is under 50%, and by two turns if her HP is under 25%.

MOMO'S TECH ATTACKS

Star Strike

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit
LV	Default
DESCRIPTION	Strike with a small star

150 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	90	125	160	195	230	265	300	335	370
11	12	13	14	15	16	17	18	19	20
405	440	475	510	545	580	615	650	685	720
21	22	23	24	25	26	27	28	29	30
755	790	825	860	895	930	965	1000	1035	1070
31	32	33	34	35	36	37	38	39	40
1105	1140	1175	1210	1245	1280	1315	1350	1385	1420
41	42	43	44	45	46	47	48	49	50
1455	1490	1525	1560	1595	1630	1665	1700	1735	1770

Meteor Storm

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line
LV	15
DESCRIPTION	Attack from another dimension

200 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	90	125	160	195	230	265	300	335	370
11	12	13	14	15	16	17	18	19	20
405	440	475	510	545	580	615	650	685	720
21	22	23	24	25	26	27	28	29	30
755	790	825	860	895	930	965	1000	1035	1070
31	32	33	34	35	36	37	38	39	40
1105	1140	1175	1210	1245	1280	1315	1350	1385	1420
41	42	43	44	45	46	47	48	49	50
1455	1490	1525	1560	1595	1630	1665	1700	1735	1770

Floral Tempest

TARGET	One Enemy
RANGE	Near
TYPE	Ether
ATTRIBUTE	Slash
LV	Default
DESCRIPTION	Slash with knife-like wind

150 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	120	155	190	225	260	295	330	365	400
11	12	13	14	15	16	17	18	19	20
435	470	505	540	575	610	645	680	715	750
21	22	23	24	25	26	27	28	29	30
785	820	855	890	925	960	995	1030	1065	1100
31	32	33	34	35	36	37	38	39	40
1135	1170	1205	1240	1275	1310	1345	1380	1415	1450
41	42	43	44	45	46	47	48	49	50
1485	1520	1555	1590	1625	1660	1695	1730	1765	1800

Star Cannon

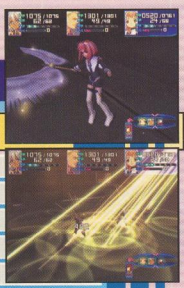
TARGET	All Enemies
RANGE	Far
TYPE	Physical
ATTRIBUTE	Air/Hit
LV	20
DESCRIPTION	Strike with a large star

600 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	180	250	320	390	460	530	600	670	740
11	12	13	14	15	16	17	18	19	20
810	880	950	1020	1090	1160	1230	1300	1370	1440
21	22	23	24	25	26	27	28	29	30
1510	1580	1650	1720	1790	1860	1930	2000	2070	2140
31	32	33	34	35	36	37	38	39	40
2210	2280	2350	2420	2490	2560	2630	2700	2770	2840
41	42	43	44	45	46	47	48	49	50
2910	2980	3050	3120	3190	3260	3330	3400	3470	3540

Angel Arrow



TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Air/Pierce
LV	24
DESCRIPTION	Attack with arrows of light

600 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	200	270	340	410	480	550	620	690	760
11	12	13	14	15	16	17	18	19	20
830	900	970	1040	1110	1180	1250	1320	1390	1460
21	22	23	24	25	26	27	28	29	30
1530	1600	1670	1740	1810	1880	1950	2020	2090	2160
31	32	33	34	35	36	37	38	39	40
2230	2300	2370	2440	2510	2580	2650	2720	2790	2860
41	42	43	44	45	46	47	48	49	50
2930	3000	3070	3140	3210	3280	3350	3420	3490	3560

Dark Scepter

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit
LV	-
DESCRIPTION	Turn G-type enemies into items if used to defeat them

350 SPEED WAIT 20

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	150	185	220	255	290	325	360	395	430
11	12	13	14	15	16	17	18	19	20
465	500	535	570	605	640	675	710	745	780
21	22	23	24	25	26	27	28	29	30
815	850	885	920	955	990	1025	1060	1095	1130
31	32	33	34	35	36	37	38	39	40
1165	1200	1235	1270	1305	1340	1375	1410	1445	1480
41	42	43	44	45	46	47	48	49	50
1515	1550	1585	1620	1655	1690	1725	1760	1795	1830

Magic Caster

TARGET	One Enemy
RANGE	Far
TYPE	-
ATTRIBUTE	Line
LV	-
DESCRIPTION	Steal rare items (During Star Wind transformation)

200 SPEED WAIT 20

MOMO's Kiss

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Beam
LV	-
DESCRIPTION	MOMO beam (During Starlight transformation)

300 SPEED WAIT 30

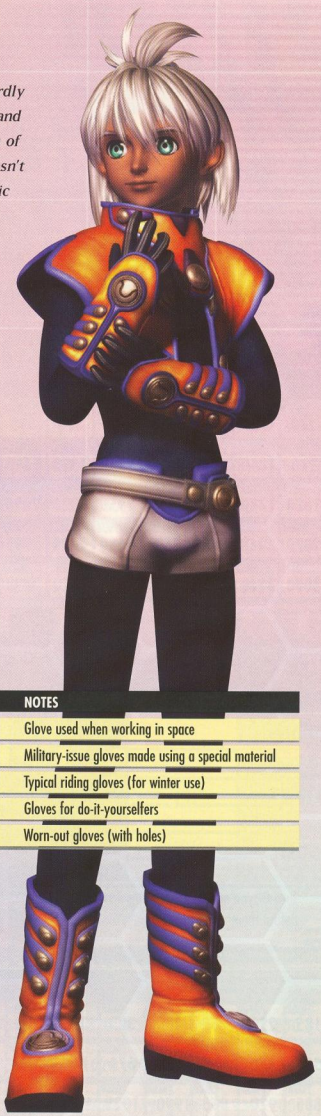
TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	180	215	250	285	320	355	390	425	460
11	12	13	14	15	16	17	18	19	20
495	530	565	600	635	670	705	740	775	810
21	22	23	24	25	26	27	28	29	30
845	880	915	950	985	1020	1055	1090	1125	1160
31	32	33	34	35	36	37	38	39	40
1195	1230	1265	1300	1335	1370	1405	1440	1475	1510
41	42	43	44	45	46	47	48	49	50
1545	1580	1615	1650	1685	1720	1755	1790	1825	1860

The following list shows the objects created by finishing off Gnosis with Dark Scepter :

Emerald	Unicorn, Wyrm
Garnet	Drone G1, Drone G3, Goblin, Kobold, Manticore
Ruby	Basilisk, Bugbear, Cerberus, Golem
Sapphire	Fairy, Hydra
Diamond	Gigas
Hemlock	Lizardman
Frame Repair A	Ogre
Frame Repair Z	Troll
Skill Upgrade Z	Armaros
Holey Gloves	Delphyne

chaos



Nobody knows much about chaos, which is just how he likes it. Although he outwardly resembles a boy in his teens, his actions and words make him seem much older and more experienced. chaos also possesses abilities beyond those of a normal human of any age. However, chaos seems to ignore any reference to these abilities and doesn't provide any real explanation as to how he acquired them. While he seems enigmatic and aloof, chaos is still capable of great empathy and caring. He gives much more commitment to his friends than one might expect, considering his reluctance to share his past.

chaos' ability to unleash long-distance Ether-based attacks are extremely valuable against enemies that are vulnerable to Ether-based attacks. Additionally, his Ether skills enable him to heal the party and clear status effects while still retaining the ability to attack a foe with damaging elemental Ether.

NORMAL ATTACKS

NAME	COMMAND	RANGE	ATTRIBUTES
Tornado Slash	■	Near	Hit/Spirit
Seraphim Rush	■ ■	Near	Hit/Spirit
Electro Upper	■ ▲	Near	Slash/Spirit
Arrow	▲	Far	Line/Spirit
Star Thrust	▲ ■	Near	Pierce/Spirit
Angel Shot	▲ ▲	Far	Line/Spirit

WEAPONS

NAME	PRICE	TARGET	TYPE	PHYSICAL ATK	OBTAINED	NOTES
Space Gloves	500	Single	P	3	Default Equipment	Glove used when working in space
Navy Gloves	240	Single	P	5	"Talk to Me"	Military-issue gloves made using a special material
Rider Gloves	160	Single	P	7	"Our Treasure Inn"	Typical riding gloves (for winter use)
Work Gloves	80	Single	P	9	"Our Treasure Inn"	Gloves for do-it-yourselfers
Holey Gloves	20	Single	P	16	Proto Merkabah	Worn-out gloves (with holes)

ETHER

NAME	TYPE	EP	E.PTS TO EVOLVE	WT	IMPROVES FROM	IMPROVES TO	TARGET	DESCRIPTION
Protective Wear		4	120	1	-	Healing Dew / Ice Wings	One enemy/ally	Ether effect down 25%
Healing Dew		6	240	2	Protective Wear	Purifying Storm	All allies	HP recovery/Low
Ice Wings		4	280	1	Protective Wear	Flame Wings / Lightning Wings	One enemy	Ice Ether Atk
Purifying Storm		6	900	2	Healing Dew	Best Ally	All Allies	Clear all St changes
Flame Wings		4	400	1	Ice Wings	Supreme Judgment	One enemy	Fire Ether Atk
Lightning Wings		4	620	1	Ice Wings	Cataclysm / Light & Wings	One enemy	Lightning Ether Atk
Best Ally		50	-	8	Purifying Storm	-	All allies	1x per battle, Revive
Supreme Judgment		8	600	2	Flame Wings	-	One enemy	HP recovery down(1/2)
Cataclysm		12	800	4	Lightning Wings	-	All enemies	Resets attack & wait time
Light & Wings		12	800	4	Lightning Wings	-	All enemies	Attack + clear all St changes

chaos' default A.G.W.S., AG-02

Chaos' Tech Attacks

Angel Wings

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Hit/Spirit
LV	Default
DESCRIPTION	Impact created by focusing chi into one's fist

150 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	130	170	210	250	290	330	370	410	450
11	12	13	14	15	16	17	18	19	20
490	530	570	610	650	690	730	770	810	850
21	22	23	24	25	26	27	28	29	30
890	930	970	1010	1050	1090	1130	1170	1210	1250
31	32	33	34	35	36	37	38	39	40
1290	1330	1370	1410	1450	1490	1530	1570	1610	1650
41	42	43	44	45	46	47	48	49	50
1690	1730	1770	1810	1850	1890	1930	1970	2010	2050

Heaven's Wrath

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Slash/Lightning
LV	15
DESCRIPTION	Slash enemies by changing chi into lightning

200 SPEED WAIT 20

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	170	210	250	290	330	370	410	450	490
11	12	13	14	15	16	17	18	19	20
530	570	610	650	690	730	770	810	850	890
21	22	23	24	25	26	27	28	29	30
930	970	1010	1050	1090	1130	1170	1210	1250	1290
31	32	33	34	35	36	37	38	39	40
1330	1370	1410	1450	1490	1530	1570	1610	1650	1690
41	42	43	44	45	46	47	48	49	50
1730	1770	1810	1850	1890	1930	1970	2010	2050	2090

Lunar Seal

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Spirit
LV	Default
DESCRIPTION	A chi wave attack

150 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	130	170	210	250	290	330	370	410	450
11	12	13	14	15	16	17	18	19	20
490	530	570	610	650	690	730	770	810	850
21	22	23	24	25	26	27	28	29	30
890	930	970	1010	1050	1090	1130	1170	1210	1250
31	32	33	34	35	36	37	38	39	40
1290	1330	1370	1410	1450	1490	1530	1570	1610	1650
41	42	43	44	45	46	47	48	49	50
1690	1730	1770	1810	1850	1890	1930	1970	2010	2050

Angel Blow

TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Air/Spirit
LV	20
DESCRIPTION	Giant chi impact attack

600 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	260	340	420	500	580	660	740	820	900
11	12	13	14	15	16	17	18	19	20
980	1060	1140	1220	1300	1380	1460	1540	1620	1700
21	22	23	24	25	26	27	28	29	30
1780	1860	1940	2020	2100	2180	2260	2340	2420	2500
31	32	33	34	35	36	37	38	39	40
2580	2660	2740	2820	2900	2980	3060	3140	3220	3300
41	42	43	44	45	46	47	48	49	50
3380	3460	3540	3620	3700	3780	3860	3940	4020	4100

Chained Blast

TARGET	One Enemy
RANGE	Near
TYPE	Ether
ATTRIBUTE	Spirit/S
LV	23
DESCRIPTION	"Pilot KO" against M-type enemies

300 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	170	210	250	290	330	370	410	450	490
11	12	13	14	15	16	17	18	19	20
530	570	610	650	690	730	770	810	850	890
21	22	23	24	25	26	27	28	29	30
930	970	1010	1050	1090	1130	1170	1210	1250	1290
31	32	33	34	35	36	37	38	39	40
1330	1370	1410	1450	1490	1530	1570	1610	1650	1690
41	42	43	44	45	46	47	48	49	50
1730	1770	1810	1850	1890	1930	1970	2010	2050	2090

Demon Banisher

TARGET	One Enemy
RANGE	Far
TYPE	-
ATTRIBUTE	Line/S
LV	30
DESCRIPTION	"Curse" against G-type enemies

400 SPEED WAIT 40

Arctic Blast

TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Air/Ice
LV	25
DESCRIPTION	Hurl down ice boulders from the air

600 SPEED WAIT 40

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	210	250	290	330	370	410	450	490	530
11	12	13	14	15	16	17	18	19	20
570	610	650	690	730	770	810	850	890	930
21	22	23	24	25	26	27	28	29	30
970	1010	1050	1090	1130	1170	1210	1250	1290	1330
31	32	33	34	35	36	37	38	39	40
1370	1410	1450	1490	1530	1570	1610	1650	1690	1730
41	42	43	44	45	46	47	48	49	50
1770	1810	1850	1890	1930	1970	2010	2050	2090	2130

Divine Spear

TARGET	One Enemy
RANGE	Near
TYPE	Physical
ATTRIBUTE	Pierce/Spirit
LV	50
DESCRIPTION	Only available when an ally is KO'd

1200 SPEED WAIT 50

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	510	590	670	750	830	910	990	1070	1150
11	12	13	14	15	16	17	18	19	20
1230	1310	1390	1470	1550	1630	1710	1790	1870	1950
21	22	23	24	25	26	27	28	29	30
2030	2110	2190	2270	2350	2430	2510	2590	2670	2750
31	32	33	34	35	36	37	38	39	40
2830	2910	2990	3070	3150	3230	3310	3390	3470	3550
41	42	43	44	45	46	47	48	49	50
3630	3710	3790	3870	3950	4030	4110	4190	4270	4350

Jr.

Jr. is the captain of the ship Durandal, an adventurer, and even the pilot of his own cutting-edge A.G.W.S. unit. However, it soon becomes obvious that he is anything but normal. Jr.'s marksmanship skills are matched only by his adventurous spirit, making him a valuable ally. While Jr. is always up for a challenge, he balances his ambition with a touch of compassion.

Jr.'s weapon of choice is the gun, which makes all of his attacks long-range. This makes him a good option for fighting against flying enemies. While most characters lose any of their close-range attacks (which nullifies more than half of their set Tech Attacks) when fighting a flying enemy, it doesn't affect Jr.'s abilities. Instead, he keeps his full normal range of set Tech Attacks.

NORMAL ATTACKS

NAME	COMMAND	RANGE	ATTRIBUTES
Cross Shot	■	Far	Line/Pierce
Trick Shot	■ ■	Far	Line/Pierce
Coin Snap	■ ▲	Far	Line/Pierce
Southpaw	▲	Far	Line/Pierce
Hip Shot	▲ ■	Far	Line/Pierce
Crossfire	▲ ▲	Far	Line/Pierce

WEAPONS

NAME	PRICE	TARGET	TYPE	OBTAINED	NOTES
ROOK505	800	Single	P	Default Equipment	Standard Rook Co. gun
MAKAROV	20000	Single	P	Chapter 3 Event	An heirloom-quality antique gun
SAIFAR45	1200	Single	P	"Our Treasure Inn"	Second generation gun by Saifar Co.
CROSS	2400	Single	P	"Our Treasure Inn"	An original gun made by a private gunsmith
BLOOD9	6000	Single	P	Proto Merkabah	Legendary gun hailed as the ultimate firearm

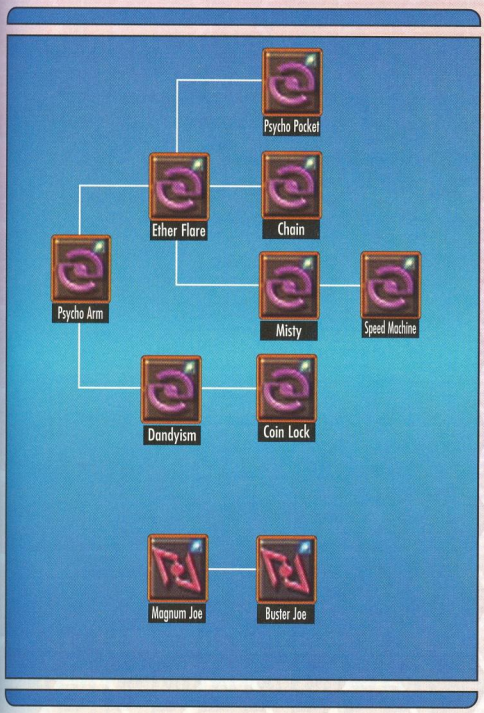
AMMUNITION

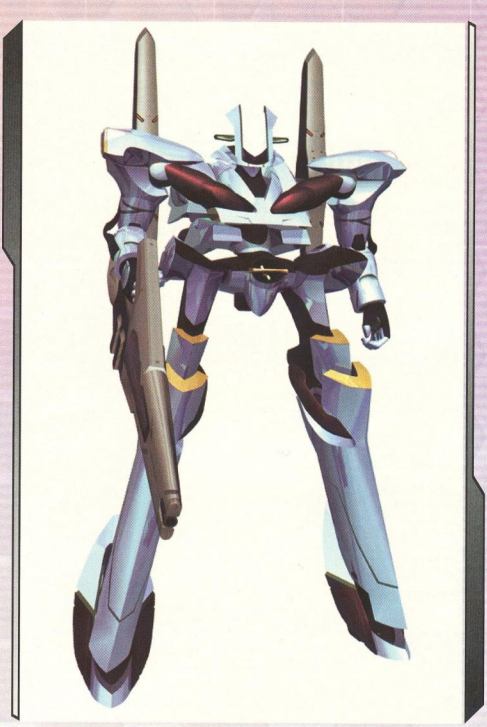
NAME	PRICE	PHYSICAL ATK	OBTAINED	GUN	NOTES
RK200	300	4	Default Bullet	ROOK505	
RK280	400	6		ROOK505	
MAKAROV Bullets	2000	5	Default Bullet	MAKAROV	
SR500	800	8	Default Bullet	SAIFAR45	
CS700	1000	10	Default Bullet	CROSS	
CS700SLW	500	5		CROSS	"Slow" against B, G-type enemies
CS700PWD	500	5		CROSS	"Phys Atk Down" against B, G-type enemies
CS700DFD	500	5		CROSS	"Phys Def Down" against B, G-type enemies
CS700UVL	500	5		CROSS	"Ether Atk Down" against B, G-type enemies
BD900	2400	16	Default Bullet	BLOOD9	

ETHER

NAME	TYPE	EP	E.PTS TO EVOLVE	WT	IMPROVES FROM	IMPROVES TO	TARGET	DESCRIPTION
Psycho Arm		4	160	1	-	Ether Flare / Dandyism	Self	Increase Phys Atk
Ether Flare		4	260	1	Psycho Arm	Psycho Pocket / Chain / Misty	One enemy/ally	Increase Ether effect 25%
Dandyism		8	320	2	Psycho Arm	Coin Lock	Self	Revive when female character is behind
Psycho Pocket		4	400	1	Ether Flare	-	One enemy	Steal items
Chain		4	300	1	Ether Flare	-	One enemy	Evade down for B & G enemies
Misty		10	600	2	Ether Flare	Speed Machine	One enemy	Disable B & G enemies' spells
Coin Lock		8	700	2	Dandyism	-	One ally	Block all St changes & support effects
Speed Machine		6	700	2	Misty	-	One ally	Increase speed 25%
*Magnum Joe		6	100	3	-	Buster Joe	One enemy	1x per battle/Summon Great Joe
*Buster Joe		12	-	3	Magnum Joe	-	All enemies	1x per battle/Summon Great Joe

** See Tech Attack Soul Rhapsody*





Jr.'s default A.G.W.S., VX-7000

JR.'S TECH ATTACKS

Prelude to Battle

TARGET	One Enemy
RANGE	Far
TYPE	Physical
ATTRIBUTE	Line/Pierce
LV	Default
DESCRIPTION	Cross shot

200 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	170	210	250	290	330	370	410	450	490
11	12	13	14	15	16	17	18	19	20
530	570	610	650	690	730	770	810	850	890
21	22	23	24	25	26	27	28	29	30
930	970	1010	1050	1090	1130	1170	1210	1250	1290
31	32	33	34	35	36	37	38	39	40
1330	1370	1410	1450	1490	1530	1570	1610	1650	1690
41	42	43	44	45	46	47	48	49	50
1730	1770	1810	1850	1890	1930	1970	2010	2050	2090

Storm Waltz

TARGET	All Enemies
RANGE	Far
TYPE	Physical
ATTRIBUTE	Line/Pierce
LV	15
DESCRIPTION	Coin shot attack

400 SPEED WAIT 20

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	250	330	410	490	570	650	730	810	890
11	12	13	14	15	16	17	18	19	20
970	1050	1130	1210	1290	1370	1450	1530	1610	1690
21	22	23	24	25	26	27	28	29	30
1770	1850	1930	2010	2090	2170	2250	2330	2410	2490
31	32	33	34	35	36	37	38	39	40
2570	2650	2730	2810	2890	2970	3050	3130	3210	3290
41	42	43	44	45	46	47	48	49	50
3370	3450	3530	3610	3690	3770	3850	3930	4010	4090

Moonlit Serenade

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Spirit
LV	Default
DESCRIPTION	Attack with a spirit gun

200 SPEED WAIT 10

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	170	210	250	290	330	370	410	450	490
11	12	13	14	15	16	17	18	19	20
530	570	610	650	690	730	770	810	850	890
21	22	23	24	25	26	27	28	29	30
930	970	1010	1050	1090	1130	1170	1210	1250	1290
31	32	33	34	35	36	37	38	39	40
1330	1370	1410	1450	1490	1530	1570	1610	1650	1690
41	42	43	44	45	46	47	48	49	50
1730	1770	1810	1850	1890	1930	1970	2010	2050	2090

Last Symphony

TARGET	One Enemy
RANGE	Far
TYPE	Physical
ATTRIBUTE	Line/Pierce
LV	20
DESCRIPTION	Concentrated heavy fire

300 SPEED WAIT 20

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	210	250	290	330	370	410	450	490	530
11	12	13	14	15	16	17	18	19	20
570	610	650	690	730	770	810	850	890	930
21	22	23	24	25	26	27	28	29	30
970	1010	1050	1090	1130	1170	1210	1250	1290	1330
31	32	33	34	35	36	37	38	39	40
1370	1410	1450	1490	1530	1570	1610	1650	1690	1730
41	42	43	44	45	46	47	48	49	50
1770	1810	1850	1890	1930	1970	2010	2050	2090	2130

Mystic Nocturne

TARGET	All Enemies
RANGE	Far
TYPE	Ether
ATTRIBUTE	Air/Spirit
LV	24
DESCRIPTION	Attack with a spirit gun from above

600 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	250	330	410	490	570	650	730	810	890
11	12	13	14	15	16	17	18	19	20
970	1050	1130	1210	1290	1370	1450	1530	1610	1690
21	22	23	24	25	26	27	28	29	30
1770	1850	1930	2010	2090	2170	2250	2330	2410	2490
31	32	33	34	35	36	37	38	39	40
2570	2650	2730	2810	2890	2970	3050	3130	3210	3290
41	42	43	44	45	46	47	48	49	50
3370	3450	3530	3610	3690	3770	3850	3930	4010	4090

Soul Rhapsody

TARGET	One Enemy
RANGE	Far
TYPE	Ether
ATTRIBUTE	Line/Spirit
LV	-
DESCRIPTION	A gun that absorbs G-type enemies

600 SPEED WAIT 40

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	250	310	370	430	490	550	610	670	730
11	12	13	14	15	16	17	18	19	20
790	850	910	970	1030	1090	1150	1210	1270	1330
21	22	23	24	25	26	27	28	29	30
1390	1450	1510	1570	1630	1690	1750	1810	1870	1930
31	32	33	34	35	36	37	38	39	40
1990	2050	2110	2170	2230	2290	2350	2410	2470	2530
41	42	43	44	45	46	47	48	49	50
2590	2650	2710	2770	2830	2890	2950	3010	3070	3130

Angelic Requiem

TARGET	All Enemies
RANGE	Far
TYPE	Physical
ATTRIBUTE	Air/Pierce
LV	30
DESCRIPTION	Snipe from above surrounded in angel wings

600 SPEED WAIT 30

TECH LEVEL

LV	2	3	4	5	6	7	8	9	10
COST	250	330	410	490	570	650	730	810	890
11	12	13	14	15	16	17	18	19	20
970	1050	1130	1210	1290	1370	1450	1530	1610	1690
21	22	23	24	25	26	27	28	29	30
1770	1850	1930	2010	2090	2170	2250	2330	2410	2490
31	32	33	34	35	36	37	38	39	40
2570	2650	2730	2810	2890	2970	3050	3130	3210	3290
41	42	43	44	45	46	47	48	49	50
3370	3450	3530	3610	3690	3770	3850	3930	4010	4090

Jr. learns Soul Rhapsody after defeating the hidden boss, Great Joe.

For every five Gnosis that Jr. defeats with Soul Rhapsody, Buster Joe and Magnum Joe increase in power.

CHARACTER ACCESSORIES AND ITEMS

CHARACTER ACCESSORIES

The following Accessory Charts list the items that can be equipped, and which characters can equip those items. For additional help with character equipment, check Shion's email entitled Equipping Characters.

ARMOR UNITS

NAME	SHION	CHAOS	MOMO	JR.	VIT	SELLING PRICE	SKILL NAME	SKILL LV	S.PTS	SKILL EFFECT	DESCRIPTION
Uniform	●		●		3	100					Uniform for female Vector Employees
Metal Wear	●	●	●	●	8	200					Clothing woven with special alloy threads
Fiber Suit	●	●	●	●	12	320					Clothing woven out of high-strength fibers
Stylish Armor	●	●	●	●	18	580					Reinforced clothing that auto-adjusts to people's body shape
Battle Gear	●	●	●	●	24	850					Reinforced clothing made for battles in the arctic
Neo Armor α		●		●	30	2000	PDEF+4	3	300	Double	Has "Physical Defense +4" skill
Neo Armor ß	●		●		30	2400	EDEF+4	3	300	Double	Has "Ether Defense +4" skill
Ruby Suit	●	●	●	●	30	1200					Reinforced clothing that generates a defensive force-field
Techtron Clothes	●	●	●	●	38	2000					The latest top-of-the-line combat wear
Survival Wear	●	●	●	●	12	420					Clothing made for adventure enthusiasts
Shield Armor	●	●	●	●	36	6400	All Guard	4	500	Single	Guard against all status effects/abnormalities
Soul		●		●	20	1600	Lonely PDUP	3	300	Single	Physical defense up every time allies are K.O.ed
Spirit	●		●		20	1600	Lonely EDUP	3	300	Single	Ether defense up every time allies are K.O.ed
Swimsuit	●	●	●	●	1	3000	Tech P+25	5	1000	Double	25% increase in T.Pts earned

KOS-MOS ARMOR UNITS

NAME	VIT	SELLING PRICE
D Unit V1	4	200
D Unit V2	14	400
D Unit V3	20	620
D Unit V4	30	960
D Unit V5	38	1400
D Unit V6	48	2600

CYBORG (ZIGGY) ARMOR UNITS

NAME	VIT	SELLING PRICE
VOLG10	3	120
VOLG20	16	420
VOLG30	28	680
VOLG40	36	880
VOLG50	44	1500

HEADGEAR

Shion, chaos, MOMO and Jr. can equip headgear. KOS-MOS and Ziggy cannot equip headgear.

NAME	VIT	SELLING PRICE	SKILL NAME	SKILL LV	S.PTS	SKILL EFFECT	DESCRIPTION
Metal Helmet	2	100					Matches Metal Wear outfit
Cowboy Hat	2	220					Matches Survival Wear outfit
Space Helmet	4	340					Space-use Helmet
Ruby Helmet	6	600					Matches Ruby Suit outfit
Techtron Helmet	8	800					Matches Techtron Clothes outfit
Nightwalker	4	800	Sleep Guard	2	200	Single	Prevents "Sleep"
Magical Hat	4	1200	Lost Guard	2	220	Single	Prevents "Lost"
Star Hat	4	8000	Ether P+25	5	1000	Double	25% increase in E.Pts earned

AUXILIARY

The following accessories can be used by all characters.

NAME	VIT	SELLING PRICE	SKILL NAME	SKILL LV	S.PTS	SKILL EFFECT	DESCRIPTION
Protector	2	80					Auxiliary armor for arms
Coat-Beam	2	1200	Beam-20	3	300	Double	20% reduction in beam type damage
Coat-Fire	2	1000	Fire-20	3	300	Double	20% reduction in fire type damage
Coat-Ice	2	1000	Ice-20	3	300	Double	20% reduction in ice type damage
Coat-Lightning	2	1000	Lightning-20	3	300	Double	20% reduction in lightning type damage
Coat-Sword	2	1400	Sword-20	3	300	Double	20% reduction in slash/pierce type damage
Craft Apron	2	8000	Skill P+25	5	1000	Double	25% increase in S.Pts earned
Guard Pendant		300	PDEF Guard	1	30	Single	Prevents "Phys Defense Down"
Power Brace		300	PATK Guard	1	30	Single	Prevents "Phys Attack Down"
Sniper Goggles		200	DEX Guard	1	40	Single	Prevents "Dexterity Down"
Blue Ring		200	DEX+2	1	50	Double	Dexterity +2
Kobold Ring		200	EVA+2	1	50	Double	Evade +2
Scope		400	Search Eyes	1	60	Single	Displays enemy HP information
Snake Hunter		500	Poison Guard	1	60	Single	Prevents "Poison"
Spirit Pendant		400	EATK Guard	1	60	Single	Prevents "Ether Atk Down"
Clock Shield		600	Slow Guard	1	100	Single	Prevents "Slow"
Green Ring		400	PDEF+2	2	150	Double	Physical Def +2
Red Ring		600	PATK+2	2	150	Double	Physical Atk +2
Orange Ring		300	EDEF+2	2	180	Double	Ether Def +2
Purple Ring		300	EATK+2	2	180	Double	Ether Atk +2
Thief Ring		600	Rare+10	2	200	Double	Increases rare item acquisition rate 10%
Soldier's Honor		1400	Special Guard	3	240	Single	Prevents "Attack Disable"
Battle Mask		2000	Tech Attack AC	3	300	Single	HI Slot Tech Attack increase in Critical Hit rate
Blade Soul		1600	Confusion Guard	3	300	Single	Prevent "Confusion"
Blue Topaz		1200	Ether Power D	3	300	Single	Veil support effect
Chakra Shield		1800	EP Guard	3	300	Single	Guard against EP damage

CONTINUES

AUXILIARY CONTINUED

NAME	VIT	SELLING PRICE	SKILL NAME	SKILL LV	S.PTS	SKILL EFFECT	DESCRIPTION
Cross		1800	Damage-10	3	300	Double	Reduces damage 10%
Defibrillator Vest		2000	KO Guard	3	300	Single	Prevents "Instant KO"
Field Ring		1800	Stop Guard	3	300	Single	Prevent "Stop"
Golden Dice		2200	Damage UD	3	300	Single	Fluctuating damage depending on HP
Hunter Goggle		1600	CRTC+5	3	300	Double	Increases Critical Hit rate 5%
Red Topaz		1200	Ether Power U	3	300	Single	Anti-Veil support effect
Revenge Power		5000	CB On	3	300	Single	When attacked, auto boost (requires "Counter +10" skill)
Rune Crystal		1200	EP Double Guard	3	300	Single	Prevents "EP Overconsumption"
Samurai Heart		1800	Counter+10	3	300	Double	Increases counter rate 10%
Silver Crown		1600	EPMAX+15	3	300	Double	Max EP +15%
Venom Block		1200	A-Poison Guard	3	300	Single	Prevents "Attack Poison"
Yamato Belt		1400	HPMAX+15	3	300	Double	Increases Max HP 15%
Wooden Idol		1600	Bind Guard	3	320	Single	Prevents "Bind"
Commander's Crest		3000	AP+1	4	300	Single	Each turn AP +1
Boost Pack		5000	Battle BC+1	4	500	Single	Boost +1 at start of battle
Bravesoul		3000	HP Strong	4	500	Single	Str increases as HP decreases
Double Buster		7000	W Special	4	500	Single	■●●, ▲●● 2x Tech Attack possible
Life Stone		2000	Recovery Double	4	500	Single	Recovery amount 2x
Speed Shoes		5000	Speed+25	4	500	Double	Increases speed 25%
Trauma Plate		4000	CRTC Guard	4	500	Single	Prevents "Critical Hit"
Gemini Clock		4000	ST Double	4	500	Single	Status effects lasts 2x longer
White Ring		1800	AGL+1	4	500	Double	Agility +1
Angel Ring		8000	EP Half	5	1000	Single	EP consumption 1/2
Master's Pendant		8000	Experience P+25	5	1000	Double	25% increase in experience points earned

SAMURAI HEART AND REVENGE POWER

Normally, players cannot perform Counter Boosts that enemies can perform. Counter Boosts are counter attack moves that are not limited by restrictions that normal Boosts have. These two accessories allow player characters to perform the Counter Boosts. With only the Samurai Heart equipped, when the character counters, the Boost Gauge will fill up halfway. Revenge Power has no purpose when equipped by itself.

DOUBLE BUSTER

When AP 6, it is possible to launch two special attacks by inputting ▲●● or ■●●. The second special attack will be the moves set on the ■■● and ▲▲● slots.

CONSUMABLE ITEMS

The following table displays the consumable (once used, they are removed from your inventory) items bought, found and won throughout your adventure.

W-ITEMS

Any item with a 'W' in the Target column is considered W-Items. Provided at least two of that item are available, any character not in an A.G.W.S. at AP6 can select the item with ▲ to use that item's effect on the entire party.

ITEM AVAILABILITY

Many items can be used at any time, even in battle. Some items are available only at specific times, or don't serve a purpose outside of being sold for G.

CONSUMABLE ITEM LIST

NAME	TARGET	DESCRIPTION	NAME	TARGET	DESCRIPTION
Med Kit	One enemy/ally/W	HP recovery/Low	Cure-All	One ally/W	All Status Clear
Med Kit S	One enemy/ally/W	HP recovery/Mid	Booster Pack	One ally	Boost+1
Med Kit DX	One enemy/ally/W	HP recovery/High	Escape Pack	One ally	Escape from battle
Med Kit MAX	One enemy/ally/W	HP recovery/Max	Stim	One ally/W	Increase Phys Atk 25%
Ether Pack	One ally/W	EP recovery/Low	Stim DX	One ally/W	Increase Phys Atk 50%
Ether Pack S	One ally/W	EP recovery/Mid	Hemlock	One ally	HP=1
Ether Pack DX	One ally/W	EP recovery/High	Speed Stim	One ally/W	25% increase in speed
Ether Pack MAX	One ally/W	EP recovery/Max	Speed Stim DX	One ally/W	50% increase in speed
Rejuvenator	One ally/W	HP&EP recovery/Max	Defense Shield	One ally/W	Increase Phys Def
Revive	One ally/W	Revives a KO'd ally & HP recovery/Low	Veil	One enemy/ally/W	25% decrease in Ether effects
Revive DX	One ally/W	Revives a KO'd ally & HP recovery/Max	Anti-Veil	One enemy/ally/W	25% increase in Ether effects
Antidote	One ally/W	Physical Status Clear			
Neuro Stim	One ally/W	Psychological Status Clear			

The following items cannot be used while in battle.

NAME	TARGET	DESCRIPTION	NAME	TARGET	DESCRIPTION
Bio Sphere	All allies	Save Points only HP & EP full recovery	Scrap Iron	N/A	Barter Item
Frame Repair A	A.G.W.S.	FHP recovery/25% recovery	Junked Circuit A	N/A	Barter Item
Frame Repair Z	A.G.W.S.	FHP recovery/50% recovery	Unicorn Horn	N/A	Barter item
Tech Upgrade A	One ally	T.Pts + 10	Kobold Blade	N/A	Barter item
Tech Upgrade S	One ally	T.Pts + 50	Precious Stone	N/A	Barter item
Tech Upgrade Z	One ally	T.Pts+100	Junked Circuit B	N/A	Barter item
Ether Upgrade A	One ally	E.Pts + 10	Garnet	N/A	Barter item
Ether Upgrade S	One ally	E.Pts + 50	Sapphire	N/A	Barter item
Ether Upgrade Z	One ally	E.Pts + 100	Ruby	N/A	Barter item
Skill Upgrade A	One ally	S.Pts + 10	Emerald	N/A	Barter item
Skill Upgrade S	One ally	S.Pts + 50	Diamond	N/A	Barter item
Skill Upgrade Z	One ally	S.Pts + 100			

A.G.W.S. DATA

A.G.W.S. are combat machines that can be used during battle. Shion, chaos, MOMO and Jr. all have the ability to pilot A.G.W.S. The following tables list each A.G.W.S. system available during your adventure, their available upgrades, weapons and accessories.

Each A.W.G.S. lists the available W-ACT weapons for that mech. W-ACT weapons are also marked with blue in the weapons tables on the following pages. With identical W-ACT weapons equipped, it is possible to build AP to 6, then unleash a devastating attack by selecting W-ACT from the Battle Menu.

The following list explains what each A.G.W.S. stat represents.

FHP — Frame Hit Points, the amount of damage the A.G.W.S. can receive before becoming inoperable. FHP are modified by purchasing Frame upgrades from A.G.W.S. shops.

DPOW — Dynamic Power, the amount of physical offensive strength. DPOW is modified by weapons and Generator upgrades from A.G.W.S. shops.

PARM — Physical Armor, affects how much damage the A.G.W.S. receives from physical attacks. PARM is modified by purchasing Frame upgrades and by equipping certain accessories.

EARM — Ether Armor, affects how much damage the A.G.W.S. receives from Ether attacks. The pilots EDEF is added to the A.G.W.S.' EARM to get a total EARM. Equipping certain accessories modifies the frame's EARM.

AGL — Agility, affects how often you can attack when piloting an A.G.W.S. Equipping certain accessories modifies AGL.

WAGL — Weapon Agility, affects recovery time between turns as determined by weapons equipped.

EMAIL POINTERS

Shion gets an email early after exiting KOS-MOS's simulator that discusses equipping weapons on an A.G.W.S. If you're having problems with setting up the weapons, re-read that email which does an excellent job of explaining it.

VX-10000

INITIAL STATS

FHP	360
DPOW	26
PARM	24
EARM	4
AGL	6
WAGL	0

W-ACT WEAPONS FOR VX-10000

AXE11AG, BA15VX, FLM64AG, GLG76AG, GRD20AG, HG45VX, HG75VX, HMR55AG, LG10AG, LG24VX, LM11VX, SMG32VX, SMG99AG, SWD21AG, SWD34VX, BSW13AG

FRAMES

NAME	PRICE	FHP	PARM	EARM
VX01-F02	800	740	38	4
VX01-F03	1400	1120	58	4
VX01-F04	2000	1520	72	4
VX01-F05	3200	1920	83	4
VX01-F06	3800	2320	104	4

GENERATOR

NAME	PRICE	DPOW
VX01-G01	600	26
VX01-G02	1200	35
VX01-G03	1800	45
VX01-G04	2400	55
VX01-G05	3600	62
VX01-G06	4200	70

The VX-10000's initial pilot is Shion Uzuki

VX-7000

W-ACT WEAPONS FOR VX-7000

AXE11AG, BA15VX, FLM64AG, GLG76AG, GRD20AG, HG45VX, HG75VX, HMR55AG, LG10AG, LG24VX, LM11VX, SMG32VX, SMG99AG, SWD21AG, SWD34VX, BSW13AG

INITIAL STATS

FHP	780
DPOW	32
PARM	43
EARM	4
AGL	6
WAGL	0

FRAMES

NAME	PRICE	FHP	PARM	EARM
VX02-F03	1400	800	43	4
VX02-F04	2000	1700	76	4
VX02-F05	3200	2200	87	4
VX02-F06	3800	2700	110	4

GENERATOR

NAME	PRICE	DPOW
VX02-G03	1000	32
VX02-G04	2800	60
VX02-G05	4400	68
VX02-G06	5200	76

The VX-7000's initial pilot is Jr.

VX-4000

W-ACT WEAPONS FOR VX-4000

AXE11AG, HG45VX, HG75VX, HMR55AG, SMG32VX, SMG99AG, SWD21AG, SWD34VX, ER-VX

INITIAL STATS

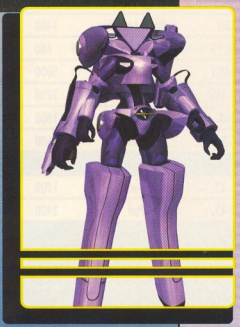
FHP	1200
DPOW	51
PARM	68
EARM	008
AGL	7
WAGL	0

FRAMES

NAME	PRICE	FHP	PARM	EARM
VX06-F03	2400	1200	68	8
VX06-F04	3000	1500	72	8
VX06-F05	3600	1780	78	8
VX06-F06	4200	2100	98	8

GENERATOR

NAME	PRICE	DPOW
VX06-G04	1000	51
VX06-G05	3800	60
VX06-G06	4800	68



The VX-4000 is available from the Dock Colony A.G.W.S. shop for 50,000 G

AG-02

W-ACT WEAPONS FOR AG-02

AXE11AG, FLM64AG, GLG76AG, GRD20AG, HG45VX, HG75VX, HMR55AG, LG10AG, LG24VX, SMG32VX, SMG99AG, SWD21AG, SWD34VX, BSW13AG

INITIAL STATS

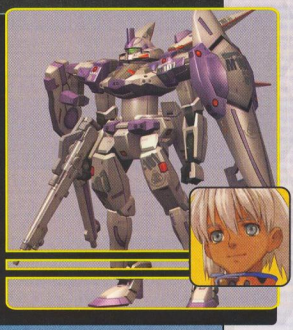
FHP	700
DPOW	27
PARM	38
EARM	0
AGL	6
WAGL	0

FRAMES

NAME	PRICE	FHP	PARM	EARM
AG02-F02	600	700	38	0
AG02-F03	1400	1200	60	0
AG02-F04	2000	1600	74	0
AG02-F05	2600	2000	85	0
AG02-F06	3200	2400	106	0

GENERATOR

NAME	PRICE	DPOW
AG02-G02	1600	32
AG02-G03	2400	47
AG02-G04	3200	57
AG02-G05	4800	65
AG02-G06	5600	73



The AG-02's initial pilot is Chaos.

AG-04

W-ACT WEAPONS FOR AG-04

DLC02AG4, WCT02AG4

FRAMES

NAME	PRICE	FHP	PARM	EARM
AG04-F05	3200	2400	88	0
AG04-F06	5000	2920	109	0

GENERATOR

NAME	PRICE	DPOW
AG04-G05	5000	76
AG04-G06	6400	84

INITIAL STATS

FHP	2400
DPOW	76
PARM	88
EARM	0
AGL	7
WAGL	0

The AG-04 is available from the Dock Colony A.G.W.S. shop for 80,000 G

A.G.W.S. WEAPONS

NAME	DESCRIPTION	PRICE	EQUIP LOCATIONS	ATK VALUE	ETH MAG	WAGL	EP	USE LIMIT	DAMAGE	CHAR	TRG	AP
AIRD-AG2	Aerials	5000	R. Alt	50	250%	2	6	2	Ether	Beam	All	6
AXE11AG	Axe	600	R. Arm, L. Arm	20				-	Physical	Slash	Single	4
BA15VX	Beam Arm	1800	R. Arm, L. Arm	37	185%		2	6	Ether	Beam	Single	4
BBC-AG5	Large Beam Cannon	8800	R. Shoulder, L. Shoulder	120	600%	2	8	2	Ether	Beam	Single	6
BL24AG	Beam Launcher	1400	R. Shoulder (R. Arm Unusable)	40	200%		2	8	Ether	Beam	Single	4
BMP45VX	Wide Beam Pod	680	R. Shoulder	26	130%	1	4	2	Ether	Beam	All	6
BMP-AG5	Large Missile Pod	5000	R. Alt	80		1		1	Physical	Hit	All	6
BSW13AG	Beam Sword	2200	R. Arm, L. Arm	50				-	Physical	Beam	Single	4
CB85VX	Chaff Box	1800	R. Shoulder					1	ST	Spirit	All Enemies & Allies	4
DEF-VX	Defenser	2600	R. Alt			2		3	ST	Spirit	All Allies	6
DLC02AG4	Drill Claw	2800	R. Arm, L. Arm	54				-	Physical	Pierce	Single	4
ECM1-VX	ECM Pod	1200	R. Alt					2	ST	Spirit	Single	4
ECM2-VX	ECM Pod	2400	R. Alt			1		2	ST	Spirit	All	6
ER-VX	Electro Shooter	1600	R. Arm, L. Arm	36	180%		0	-	Ether	Lightning	Single	4
FLM64AG	Flame Launcher	800	R. Arm, L. Arm	30	150%	1	2	8	Ether	Fire	Single	4
GLG76AG	Gatling Gun	1400	R. Arm, L. Arm	30		1		8	Physical	Pierce	Single	4
GRD20AG	Grenade Launcher	2000	R. Arm, L. Arm	40		1		8	Physical	Hit	Single	4
HG45VX	Handgun	500	R. Arm, L. Arm	12				20	Physical	Pierce	Single	3
HG75VX	Handgun	900	R. Arm, L. Arm	25				20	Physical	Pierce	Single	3
HGG-AG5	Gatling Gun	2800	R. Arm, L. Arm	60				8	Physical	Pierce	Single	4
HMP33AG	Hand Missile Pod	700	R. Arm, L. Arm	16		1		2	Physical	Hit	All	4
HMP-AG5	Hand Missile Pod	3000	R. Arm, L. Arm	40				2	Physical	Hit	All	4
HMR55AG	Hammer	1600	R. Arm, L. Arm	40		1		-	Physical	Hit	Single	4
HMR-AG5	Hammer	3000	Both Hands	160		1		-	Physical	Hit	Single	4
LC-AG5	Long Cannon	7800	R. Alt	120		2		2	Physical	Hit	Single	6
LG100VX	Long Beam Rifle	3800	Both Hands	60	300%	1	4	4	Ether	Beam	Single	4
LG10AG	Rifle	540	R. Arm, L. Arm	12				12	Physical	Pierce	Single	4
LG24VX	Beam Rifle	620	R. Arm, L. Arm	24	120%		0	12	Ether	Beam	Single	4
LM11VX	Lancer Arm	2400	R. Arm, L. Arm	46				-	Physical	Slash	Single	4
LW-VX4	Spread Lance	7000	R. Alt	60	300%	2	8	2	Ether	Beam	All	6
PB55AG	Bunker Buster	1000	R. Arm, L. Arm	30		1		-	Physical	Pierce	Single	4
SHB67AG	Shield Beam Rifle	1000	L. Shoulder (L. Arm unusable)	26	130%		0	8	Ether	Beam	Single	4
SMG32VX	Submachine Gun	660	R. Arm, L. Arm	16				16	Physical	Pierce	Single	4
SMG99AG	Submachine Gun	440	R. Arm, L. Arm	6				16	Physical	Pierce	Single	4
SMP53AG	Missile Pod	480	R. Shoulder	10				1	Physical	Hit	All	4
SWD21AG	Sword	320	R. Arm, L. Arm	9				-	Physical	Slash	Single	3
SWD34VX	Sword	320	R. Arm, L. Arm	10				-	Physical	Slash	Single	3
WCT02AG4	Gyro Saucer	2200	R. Arm, L. Arm	40				-	Physical	Slash	Single	4

AG-05

W-ACT WEAPONS FOR AG-05

AXE11AG, HG45VX, HG75VX, HGG-AG5, HMR55AG, LG10AG, LG24VX, SMG32VX, SMG99AG, SWD21AG, SWD34VX

INITIAL STATS

FHP	6000
DPOW	130
PARM	120
EARM	0
AGL	5
WAGL	0

FRAMES

NAME	PRICE	FHP	PARM	EARM
AG05-F06	10000	6000	120	0

GENERATOR

NAME	PRICE	DPOW
AG05-G06	10000	130

The AG-05 is available from the Dock Colony A.G.W.S. shop for 300,000 G

NAME	MADE BY	VX-10000	AG-02	VX-4000	VX-7000	AG-04	AG-05
AIRD-AG2	Federation Army		●				
AXE11AG	Federation Army	●	●	●	●		●
BA15VX	Vector	●			●		
BBC-AG5	Federation Army						●
BL24AG	Federation Army	●	●		●		
BMP45VX	Vector	●	●		●	●	●
BMP-AG5	Federation Army						●
BSW13AG	Federation Army	●	●		●		
CB85VX	Vector	●	●		●	●	●
DEF-VX	Vector			●			
DLC02AG4	Federation Army					●	
ECM1-VX	Vector			●			
ECM2-VX	Vector			●			
ER-VX	Vector			●			
FLM64AG	Federation Army	●	●		●		
GLG76AC	Federation Army	●	●		●		
GRD20AG	Federation Army	●	●		●		
HG45VX	Vector	●	●	●	●		●
HG75VX	Vector	●	●	●	●		●
HGG-AG5	Federation Army						●
HMP33AG	Federation Army	●	●		●		
HMP-AG5	Federation Army						●
HMR55AG	Federation Army	●	●	●	●		●
HMR-AG5	Federation Army						●
LC-AG5	Federation Army						●
LG100VX	Vector	●	●		●		
LG10AG	Federation Army	●	●		●		●
LG24VX	Vector	●	●		●		●
LM11VX	Vector	●			●		
LW-VX4	Vector				●		
PB55AG	Federation Army	●	●		●		
SHB67AG	Federation Army		●				
SMG32VX	Vector	●	●	●	●		●
SMG99AG	Federation Army	●	●	●	●		●
SMP53AG	Federation Army	●	●		●	●	●
SWD21AG	Federation Army	●	●	●	●		●
SWD34VX	Vector	●	●	●	●		●
WCT02AG4	Federation Army					●	

A.G.W.S. EQUIPMENT

The accessories in the following table are usable on any A.G.W.S.

ACCESSORIES

NAME	PRICE	DESCRIPTION
Auxiliary Armor A	100	Armor +2
Auxiliary Armor B	200	Armor +4
EF Circuit A	200	Ether Def +2
EF Circuit B	400	Ether Def +4
Armor Protect Unit	500	Prevents "Armor Failure"
Engine Shield	500	Prevents "Engine Stop"
Gear Shield	500	Prevents "Slow"
M Chip Guard	500	Prevents "Wear"
AP Shield	500	Prevents "AP Half"
W Circuit Shield	500	Prevents "Attack Disable"
Cockpit Guard	800	Protects pilots against "Confusion" and "Sleep"

NAME	PRICE	DESCRIPTION
Anti-Fire Armor	1000	25% reduction in fire type damage
Anti-Ice Armor	1000	25% reduction in ice type damage
Anti-Lightning Armor	1000	25% reduction in lightning type damage
Anti-Beam Armor	1000	25% reduction in beam type damage
Guard Cleaner	2000	Clears status abnormalities when guarding
Guard Recovery	2000	Recover 10% of FHP when guarding
Tuned Circuit	3000	Agility +1
B-MAX Circuit	4000	Boost use possible
Fast Circuit 25	5000	25% increase in speed
Fast Circuit 50	10000	50% increase in speed

PROFILES

Throughout its journey your party encounters not only various personalities, but a number of organizations as well. Some of these may turn out to be allies, while others stand in your way. Still others have their true goals shrouded in mystery while they seem to play both sides of the fence. It is a good idea to know all of these groups, whether forces for good or evil, in order to help unravel the puzzles that surround you.

VECTOR INDUSTRIES

The largest business conglomerate in the Federation, and an integral part of modern civilization. It is involved in the production and distribution of almost every product, from food and medicine, software and hardware, to communication and weapons. It has a multitude of divisions, of which the core components are the First, Second, and Third R&D Divisions. Vector Industries has a very long history, and its presence dates back to the initial formation of the Federation. Vector Industries is also the employer of Shion Uzuki. Shion currently works in the first division and is responsible for the creation of KOS-MOS for the company.

Vector was founded and is still headed by Wilhelm, a mysterious man who once served as the Executive Committee Director for the Galaxy Federation Government.

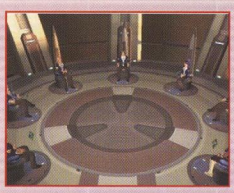
THE GALAXY FEDERATION GOVERNMENT

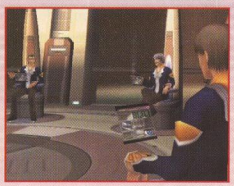
This is the body that governs a huge portion of the universe, around half a million planets according to the U.M.N. database. The GFG acts as an overreaching government system allowing each individual planet to retain its own government as well.

THE EXECUTIVE COMMITTEE

The central governing body of the Galaxy Federation is comprised of Representatives from all member systems. A conference of the highest level to determine the course of the Federation, it is referred to as the Executive Committee or Executive Committee assembly. The 24 upper council members are the central figures in these conferences.

SUBCOMMITTEE ON CLOSE ENCOUNTERS





A panel of researchers convened by the Federation government in T.C. 4754 to counter the Gnosis phenomena. While it is called a "Sub" committee, it has over 2000 members representing government agencies, corporations, and various scientific fields. At its operational core are seven members, each of whom holds high positions in the Federation. Juli Mizrahi, MOMO's creator, is one of the seven members. It is this committee that sends Ziggurat 8 to return an important Observational Realian to further their goals.

THE FEDERATION FLEET

The Galaxy Federation's armed fleet. The Navy and the space Marines were combined to form the Federation space force, and distinctions between the branches were minimized (although some traditions still linger within certain units). The fleets regularly deployed on space missions are comprised of the space Marines and the Navy, with the occasional inclusion of the special operations fleet.

U-TIC

OFFICIAL NAME: UNKNOWN TERRITORY INTERVENTION AND CREATION AGENCY

An agency connected closely with the Miltian Conflict, references to which are made throughout *Xenosaga: Episode I*. It was buried in obscurity for decades, but reappeared in T.C. 4767, which is when this story begins. An independent organization not associated with the Galaxy Federation, it nevertheless boasts a level of technology and military force that far surpass those of the Federation government or military. Its origins can be traced back to the Mizrahi Neuro-science Institute, which means that Joachim Mizrahi is the agency's founder. However, the connection between him and Margulis is yet unknown.

While it is impossible to say just what their goals are, they seem to want the information stored in MOMO, along with the Zohar, and they are prepared to go to great lengths to get what they want.

THE KUKAI FOUNDATION

Led by the charming Gaignun Kukai, the Kukai Foundation is a special organization established soon after the end of the Miltian Conflict, and its sole purpose was to subjugate the U-TIC Organization. Since then, most of its military forces were decommissioned, and the other divisions branched off into independent civilian corporations, thus forming the basis of the foundation's present structure. The fact that Vector is one of its primary investors explains why the lion's share of the equipment installed onboard the Durandal is made by Vector.

The Foundation is also the name of the mobile base of operations of the group, which in itself has sprung up into a small civilization. The Kukai Foundation can move throughout space due to its ability to link with the space ship Durandal, which in turn is commanded by Jr., the "adopted son" of Gaignun.

GNOSIS AND ENEMY DATA

WEAKNESS

If an enemy is struck with an attack that it is weak against, damage is doubled. If an enemy is struck with an attack that it has two weaknesses against (for example, Slash/Lightning), damage is multiplied by 2.5.

THE NOTE FIELD

Absorb % The percentage of damage absorbed. During battle, this number appears in green and shows how much HP is restored to the enemy after it is struck by an attack with the given attribute.

Defend % The percentage by which damage from an attack with the given attribute is reduced.

DS The object that results from finishing off a Gnosis with MOMO's Dark Scepter Tech Attack.

ENEMY TYPES

Three main types of enemies are encountered in the game. Become able to separate the types as early as possible, and learn how to handle each. While Biological enemies sometimes appear alongside Mechs, Gnosis only appear with other Gnosis types. Specialized icons indicate the enemy type in the GTW window during combat.

Enemies use different kinds of attacks as well. The attack attributes abbreviated next to the names of special attacks provide clues, such as E/F meaning Ether/Fire.

ICON	NAME	DESCRIPTION
B	Biological	Humanoid enemies, human or Realian.
G	Gnosis	A mysterious ghost-like alien.
M	Mech	Machines of various types, often with a human pilot.

ACE PILOT

Exp	30
Gold	500
T.Pts	10
E.Pts	4
S.Pts	16
Item (normal)	Skill Upgrade A
Item (rare)	Ether Upgrade A

Location	U-TIC Battleship (EV5 only)
Weakness	Fire
Note	
HP	360
STR	50
VIT	15
EATK	30
EDEF	20
DEX	30
EVA	20
AGL	8

AMBIX

Exp	1800
Gold	0
T.Pts	62
E.Pts	16
S.Pts	50
Item (normal)	Frame Repair Z
Item (rare)	B-MAX Circuit

Location	U-TIC Battleship
Weakness	
Note	
HP	1200
STR	42
VIT	28
EATK	40
EDEF	8
DEX	20
EVA	8
AGL	8

ALBEDO

Exp	54000
Gold	0
T.Pts	250
E.Pts	220
S.Pts	250
Item (normal)	Revive DX
Item (rare)	Rejuvenator

Location	Proto Merkabah
Weakness	
Note	Defend 75%:Lightning, Fire, Ice, Beam
HP	7400
STR	115
VIT	30
EATK	90
EDEF	40
DEX	60
EVA	50
AGL	12

ARMAROS

Exp	4000
Gold	0
T.Pts	34
E.Pts	16
S.Pts	10
Item (normal)	Med Kid DX
Item (rare)	Skill Upgrade S

Location	Proto Merkabah
Weakness	
Note	Defend 50%:Spirit; DS: Skill Upgrade Z
HP	3000
STR	130
VIT	40
EATK	40
EDEF	20
DEX	52
EVA	40
AGL	8

ATHRA 26 SERIES

Exp	2400
Gold	0
T.Pts	120
E.Pts	24
S.Pts	100
Item (normal)	Revive DX
Item (rare)	-

Location	Song of Nephilim
Weakness	
Note	
HP	3000
STR	90
VIT	15
EATK	90
EDEF	26
DEX	50
EVA	45
AGL	11

ATTACK DRONE

Exp	13
Gold	0
T.Pts	4
E.Pts	2
S.Pts	4
Item (normal)	-
Item (rare)	-

Location	Encephalon (Woglinde)
Weakness	Lightning
Note	
HP	80
STR	14
VIT	4
EATK	9
EDEF	1
DEX	4
EVA	2
AGL	5

AZRAZEL

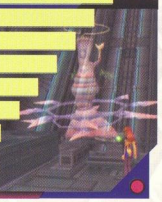
Exp	6200
Gold	0
T.Pts	36
E.Pts	36
S.Pts	16
Item (normal)	Ether Pack DX
Item (rare)	Tech Upgrade S

Location	Proto Merkabah
Weakness	
Note	Defend 50%:Lightning, Fire
HP	4600
STR	30
VIT	20
EATK	100
EDEF	40
DEX	54
EVA	24
AGL	7

BARAQIJAL

Exp	4600
Gold	0
T.Pts	24
E.Pts	24
S.Pts	10
Item (normal)	Ether Pack DX
Item (rare)	Ether Upgrade S

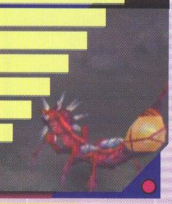
Location	Proto Merkabah
Weakness	
Note	Defend 50%:Ice, Beam
HP	2400
STR	20
VIT	15
EATK	65
EDEF	35
DEX	50
EVA	30
AGL	9



BASILISK

Exp	300
Gold	0
T.Pts	14
E.Pts	10
S.Pts	4
Item (normal)	Ether Pack S
Item (rare)	Ether Upgrade A

Location	Encephalon (Miltia); Kukai Foundation
Weakness	Slash
Note	DS: Ruby
HP	480
STR	30
VIT	10
EATK	38
EDEF	25
DEX	30
EVA	10
AGL	7



BUGBEAR

Exp	480
Gold	0
T.Pts	24
E.Pts	2
S.Pts	6
Item (normal)	Med Kit S
Item (rare)	Tech Upgrade A

Location	Encephalon (Miltia); Kukai Foundation
Weakness	Spirit
Note	DS: Ruby
HP	980
STR	75
VIT	28
EATK	40
EDEF	12
DEX	20
EVA	10
AGL	6

BYPRODUCT 103

Exp	1360
Gold	0
T.Pts	42
E.Pts	24
S.Pts	8
Item (normal)	Precious Stone
Item (rare)	Ether Upgrade A

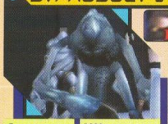
Location	Song of Nephilim
Weakness	Fire
Note	Defend 50%:Ice
HP	2600
STR	20
VIT	20
EATK	60
EDEF	38
DEX	40
EVA	30
AGL	7

BYPRODUCT 145

Exp	1140
Gold	0
T.Pts	30
E.Pts	10
S.Pts	4
Item (normal)	Med Kit DX
Item (rare)	Skill Upgrade A

Location	Song of Nephilim
Weakness	Ice
Note	
HP	1600
STR	90
VIT	30
EATK	20
EDEF	16
DEX	50
EVA	30
AGL	9

BYPRODUCT 172



Exp	1280
Gold	0
T.Pts	34
E.Pts	10
S.Pts	4
Item (normal)	Booster Pack
Item (rare)	Tech Upgrade A

Location	Song of Nephilim
Weakness	Lightning
Note	
HP	1800
STR	100
VIT	32
EATK	20
EDEF	16
DEX	30
EVA	30
AGL	8

CYBER CRAB

Exp	50
Gold	0
T.Pts	4
E.Pts	0
S.Pts	4
Item (normal)	Scrap Iron
Item (rare)	-

Location	Pleroma; U-TIC Battleship
Weakness	Lightning
Note	
HP	160
STR	25
VIT	15
EATK	22
EDEF	6
DEX	12
EVA	4
AGL	6

CALX

Exp	880
Gold	0
T.Pts	16
E.Pts	4
S.Pts	16
Item (normal)	Med Kit DX
Item (rare)	Veil

Location	Song of Nephilim
Weakness	Ice
Note	Defend 50%:Fire
HP	1100
STR	40
VIT	12
EATK	60
EDEF	32
DEX	40
EVA	20
AGL	7

CYCLOPS

Exp	560
Gold	800
T.Pts	30
E.Pts	16
S.Pts	24
Item (normal)	SMG99AG
Item (rare)	-

Location	Woglinde
Weakness	Lightning
Note	
HP	560
STR	20
VIT	11
EATK	21
EDEF	12
DEX	20
EVA	8
AGL	6

CAPTO MORTUM

Exp	1040
Gold	0
T.Pts	16
E.Pts	0
S.Pts	20
Item (normal)	Scrap Iron
Item (rare)	-

Location	Song of Nephilim
Weakness	Beam
Note	
HP	1600
STR	95
VIT	38
EATK	70
EDEF	16
DEX	50
EVA	30
AGL	9

DELPHYNE

Exp	2400
Gold	0
T.Pts	24
E.Pts	10
S.Pts	6
Item (normal)	Hemlock
Item (rare)	Med Kit DX

Location	Proto Merkabah
Weakness	Ice
Note	DS:Holey Gloves
HP	2000
STR	95
VIT	30
EATK	30
EDEF	10
DEX	42
EVA	20
AGL	7

CERBERUS

Exp	320
Gold	0
T.Pts	8
E.Pts	8
S.Pts	2
Item (normal)	Med Kit S
Item (rare)	-

Location	Cathedral Ship
Weakness	Lightning or Beam
Note	Defend 50%: Fire; DS:Ruby
HP	500
STR	48
VIT	18
EATK	30
EDEF	14
DEX	24
EVA	20
AGL	6

DEMON

Exp	3200
Gold	0
T.Pts	16
E.Pts	28
S.Pts	12
Item (normal)	Med Kit DX
Item (rare)	Ether Pack DX

Location	Proto Merkabah
Weakness	
Note	Defend 75%:Lightning, Fire, Ice
HP	2300
STR	115
VIT	10
EATK	80
EDEF	36
DEX	46
EVA	38
AGL	8

DIN CARETH

Exp	8000
Gold	1000
T.Pts	80
E.Pts	20
S.Pts	80
Item (normal)	Frame Repair Z
Item (rare)	Fast Circuit 25

Location	U-TIC Battleship (EVS only)
Weakness	-
Note	
HP	8500
STR	150
VIT	80
EATK	50
EDEF	30
DEX	50
EVA	10
AGL	6

DOMO B

Exp	90
Gold	0
T.Pts	8
E.Pts	2
S.Pts	4
Item (normal)	Scrap Iron
Item (rare)	-

Location	Elsa
Weakness	Lightning
Note	
HP	150
STR	5
VIT	12
EATK	28
EDEF	10
DEX	30
EVA	8
AGL	7

DIRLEWANGER

Exp	220
Gold	400
T.Pts	12
E.Pts	6
S.Pts	10
Item (normal)	Med Kit S
Item (rare)	Ether Pack S

Location	Encephalon (Militia)
Weakness	Fire
Note	
HP	380
STR	56
VIT	15
EATK	37
EDEF	26
DEX	30
EVA	10
AGL	7

DOPPELWOGEL

Exp	24000
Gold	0
T.Pts	180
E.Pts	160
S.Pts	80
Item (normal)	Samurai Heart
Item (rare)	Gemini Clock

Location	Song of Nephilim
Weakness	
Note	Defend 75%:Lightning, Beam
HP	4400
STR	110
VIT	30
EATK	70
EDEF	40
DEX	40
EVA	60
AGL	12

DOMO CARRIER

Exp	4500
Gold	0
T.Pts	80
E.Pts	20
S.Pts	40
Item (normal)	Anti-Beam Armor
Item (rare)	-

Location	Elsa
Weakness	Lightning
Note	
HP	1800
STR	44
VIT	27
EATK	30
EDEF	18
DEX	15
EVA	6
AGL	8

DRONE F

Exp	8
Gold	10
T.Pts	2
E.Pts	2
S.Pts	2
Item (normal)	-
Item (rare)	Med Kit

Location	Encephalon (Woglinde)
Weakness	Fire
Note	
HP	68
STR	13
VIT	2
EATK	2
EDEF	3
DEX	10
EVA	6
AGL	4

DOMO-A

Exp	80
Gold	0
T.Pts	8
E.Pts	2
S.Pts	4
Item (normal)	Scrap Iron
Item (rare)	-

Location	Elsa
Weakness	Lightning
Note	
HP	150
STR	5
VIT	15
EATK	25
EDEF	8
DEX	20
EVA	8
AGL	7

DRONE G1

Exp	10
Gold	0
T.Pts	2
E.Pts	2
S.Pts	0
Item (normal)	-
Item (rare)	Ether Pack

Location	Encephalon (Woglinde)
Weakness	Slash
Note	DS: Garnet
HP	82
STR	4
VIT	6
EATK	12
EDEF	11
DEX	22
EVA	8
AGL	7

DRONE G2

Exp	8
Gold	0
T.Pts	2
E.Pts	4
S.Pts	0
Item (normal)	-
Item (rare)	Ether Pack

Location	Encephalon (Woglinde)
Weakness	Beam
Note	
HP	60
STR	4
VIT	5
EATK	12
EDEF	5
DEX	24
EVA	12
AGL	8

DRONE SPX

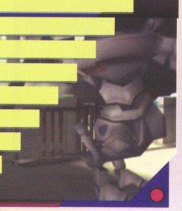
Exp	40
Gold	0
T.Pts	18
E.Pts	0
S.Pts	16
Item (normal)	Med Kit S
Item (rare)	-

Location	Encephalon (Woglinde)
Weakness	Lightning
Note	
HP	280
STR	20
VIT	9
EATK	12
EDEF	5
DEX	10
EVA	8
AGL	5

DRONE G3

Exp	20
Gold	0
T.Pts	4
E.Pts	0
S.Pts	0
Item (normal)	-
Item (rare)	Med Kit

Location	Encephalon (Woglinde)
Weakness	
Note	DS: Garnet
HP	130
STR	18
VIT	8
EATK	8
EDEF	2
DEX	8
EVA	4
AGL	5



EIN RUGEL

Exp	-
Gold	0
T.Pts	-
E.Pts	-
S.Pts	-
Item (normal)	-
Item (rare)	Master's Pendant

Location	Song of Nephilim
Weakness	
Note	Defend 75%:Lightning, Ice
HP	3600
STR	90
VIT	35
EATK	60
EDEF	30
DEX	45
EVA	47
AGL	10

DRONE GX

Exp	100
Gold	0
T.Pts	24
E.Pts	12
S.Pts	8
Item (normal)	Ether Pack S
Item (rare)	-

Location	Encephalon (Woglinde)
Weakness	Slash
Note	
HP	420
STR	19
VIT	6
EATK	16
EDEF	13
DEX	10
EVA	12
AGL	6

FAIRY

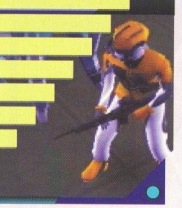
Exp	100
Gold	0
T.Pts	3
E.Pts	4
S.Pts	2
Item (normal)	Ether Pack
Item (rare)	Ether Pack S

Location	Cathedral Ship
Weakness	Pierce
Note	Absorb 50%:Lightning; DS: Sapphire
HP	180
STR	8
VIT	6
EATK	30
EDEF	22
DEX	30
EVA	30
AGL	7

DRONE M

Exp	7
Gold	10
T.Pts	2
E.Pts	2
S.Pts	2
Item (normal)	-
Item (rare)	Med Kit

Location	Encephalon (Woglinde)
Weakness	Fire
Note	
HP	50
STR	13
VIT	2
EATK	2
EDEF	3
DEX	10
EVA	6
AGL	6



FED. SOLDIER A

Exp	180
Gold	200
T.Pts	6
E.Pts	6
S.Pts	6
Item (normal)	Escape Pack
Item (rare)	-

Location	Durandal
Weakness	Pierce/Fire
Note	
HP	320
STR	56
VIT	14
EATK	28
EDEF	25
DEX	60
EVA	8
AGL	8

FED. SOLDIER B

Exp	250
Gold	300
T.Pts	10
E.Pts	6
S.Pts	8
Item (normal)	Escape Pack
Item (rare)	-

Location	Durandal
Weakness	Pierce/Fire
Note	
HP	360
STR	54
VIT	14
EATK	28
EDEF	25
DEX	30
EVA	8
AGL	6

GARGOYLE

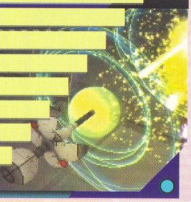
Exp	7400
Gold	0
T.Pts	140
E.Pts	120
S.Pts	60
Item (normal)	Silver Crown
Item (rare)	Commander's Crest

Location	Cathedral Ship
Weakness	Slash/Lightning
Note	
HP	3600
STR	60
VIT	15
EATK	40
EDEF	15
DEX	23
EVA	30
AGL	5

GARDIS F1O

Exp	36
Gold	0
T.Pts	2
E.Pts	0
S.Pts	2
Item (normal)	-
Item (rare)	-

Location	Pleroma
Weakness	Lightning
Note	
HP	60
STR	4
VIT	12
EATK	19
EDEF	6
DEX	24
EVA	15
AGL	6



GEL FISH

Exp	1200
Gold	0
T.Pts	36
E.Pts	24
S.Pts	8
Item (normal)	Cure-All
Item (rare)	Ether Pack DX

Location	Kukai Foundation
Weakness	Pierce
Note	
HP	1800
STR	20
VIT	10
EATK	44
EDEF	30
DEX	40
EVA	20
AGL	8

GARDIS M1

Exp	200
Gold	0
T.Pts	10
E.Pts	0
S.Pts	8
Item (normal)	Med Kit S
Item (rare)	-

Location	Pleroma
Weakness	Lightning
Note	
HP	450
STR	12
VIT	18
EATK	20
EDEF	5
DEX	28
EVA	14
AGL	6

GEAT2OG FE

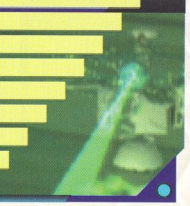
Exp	360
Gold	400
T.Pts	18
E.Pts	4
S.Pts	16
Item (normal)	Med Kit DX
Item (rare)	-

Location	Durandal
Weakness	Spirit
Note	
HP	580
STR	60
VIT	40
EATK	20
EDEF	18
DEX	30
EVA	8
AGL	6

GARDIS M1

Exp	450
Gold	0
T.Pts	10
E.Pts	0
S.Pts	8
Item (normal)	Med Kit S
Item (rare)	-

Location	U-TIC Battleship
Weakness	Lightning
Note	
HP	450
STR	12
VIT	18
EATK	20
EDEF	5
DEX	28
EVA	14
AGL	6



GEAT2OG UT

Exp	380
Gold	600
T.Pts	22
E.Pts	6
S.Pts	20
Item (normal)	Med Kit DX
Item (rare)	Med Kit S

Location	Encephalon (Militia)
Weakness	Spirit
Note	
HP	640
STR	65
VIT	26
EATK	20
EDEF	12
DEX	30
EVA	12
AGL	6

GIGAS

Exp	7800
Gold	0
T.Pts	120
E.Pts	100
S.Pts	60
Item (normal)	Spirit
Item (rare)	Soul

Location	Kukai Foundation
Weakness	Slash/Spirit
Note	DS: Diamond
HP	2800
STR	100
VIT	40
EATK	55
EDEF	34
DEX	40
EVA	30
AGL	9

GREMLIN

Exp	320
Gold	0
T.Pts	10
E.Pts	6
S.Pts	2
Item (normal)	Revive
Item (rare)	Med Kit S

Location	Encephalon (Miltia)
Weakness	Pierce
Note	Absorb 50%:Ice
HP	420
STR	20
VIT	14
EATK	40
EDEF	4
DEX	40
EVA	20
AGL	7

GOBLIN

Exp	40
Gold	0
T.Pts	6
E.Pts	0
S.Pts	0
Item (normal)	Escape Pack
Item (rare)	-

Location	Woglinde
Weakness	Spirit
Note	DS: Garnet
HP	180
STR	22
VIT	10
EATK	6
EDEF	6
DEX	4
EVA	4
AGL	5

GREMLIN

Exp	50
Gold	0
T.Pts	3
E.Pts	3
S.Pts	3
Item (normal)	Revive
Item (rare)	Med Kit S

Location	Woglinde
Weakness	Pierce
Note	Absorb 50%: Ice
HP	100
STR	6
VIT	4
EATK	16
EDEF	11
DEX	24
EVA	12
AGL	6

GOLEM

Exp	110
Gold	0
T.Pts	8
E.Pts	8
S.Pts	4
Item (normal)	Ether Pack S
Item (rare)	-

Location	Woglinde
Weakness	Slash
Note	DS: Ruby
HP	240
STR	23
VIT	8
EATK	18
EDEF	12
DEX	26
EVA	20
AGL	8

HYDRA

Exp	200
Gold	0
T.Pts	5
E.Pts	6
S.Pts	2
Item (normal)	-
Item (rare)	Cure-All

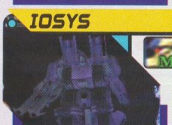
Location	Cathedral Ship
Weakness	Fire
Note	DS: Sapphire
HP	380
STR	46
VIT	24
EATK	32
EDEF	14
DEX	30
EVA	20
AGL	6

GREAT JOE

Exp	18000
Gold	200
T.Pts	200
E.Pts	180
S.Pts	200
Item (normal)	Swimsuit
Item (rare)	-

Location	Durandal (Hidden)
Weakness	-
Note	Defend 50%:Lightning,Beam
HP	9999
STR	100
VIT	30
EATK	68
EDEF	20
DEX	40
EVA	40
AGL	11

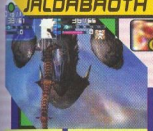
IOSYS



Exp	5400
Gold	0
T.Pts	50
E.Pts	0
S.Pts	36
Item (normal)	Frame Repair A
Item (rare)	Frame Repair Z

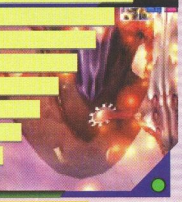
Location	Proto Merkabah
Weakness	Beam
Note	
HP	4800
STR	120
VIT	36
EATK	70
EDEF	12
DEX	40
EVA	12
AGL	6

JALDABAOTH



Exp	2400
Gold	0
T.Pts	150
E.Pts	80
S.Pts	20
Item (normal)	Revive
Item (rare)	Revive DX

Location	Prota Merkabah
Weakness	
Note	
HP	1200
STR	120
VIT	30
EATK	120
EDEF	1
DEX	60
EVA	50
AGL	9



LARVA FACE

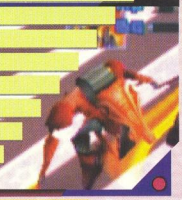
Exp	500
Gold	0
T.Pts	16
E.Pts	20
S.Pts	8
Item (normal)	Neuro Stim
Item (rare)	Cure-All

Location	Kukai Foundation
Weakness	HP Recovery
Note	
HP	300
STR	
VIT	
EATK	
EDEF	
DEX	
EVA	
AGL	

KOBOLD

Exp	260
Gold	0
T.Pts	12
E.Pts	4
S.Pts	10
Item (normal)	Kobold Blade
Item (rare)	-

Location	Encephalon (Militia); Kukai Foundation
Weakness	Slash/Lightning
Note	DS: Garnet
HP	280
STR	57
VIT	12
EATK	10
EDEF	24
DEX	36
EVA	50
AGL	7



LIZARDMAN

Exp	260
Gold	0
T.Pts	10
E.Pts	3
S.Pts	2
Item (normal)	-
Item (rare)	Hemlock

Location	Cathedral Ship
Weakness	Slash/Ice
Note	DS: Hemlock
HP	420
STR	50
VIT	18
EATK	8
EDEF	8
DEX	22
EVA	4
AGL	7

KUBEL

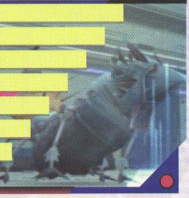
Exp	420
Gold	0
T.Pts	18
E.Pts	6
S.Pts	20
Item (normal)	Junked Circuit A
Item (rare)	-

Location	Encephalon (Militia)
Weakness	Lightning
Note	
HP	800
STR	58
VIT	26
EATK	20
EDEF	10
DEX	24
EVA	8
AGL	4

MANTICORE

Exp	30
Gold	0
T.Pts	3
E.Pts	4
S.Pts	0
Item (normal)	Ether Upgrade A
Item (rare)	-

Location	Woglinde
Weakness	Slash
Note	DS: Garnet
HP	90
STR	19
VIT	4
EATK	18
EDEF	9
DEX	20
EVA	10
AGL	6



LARVA DOLL

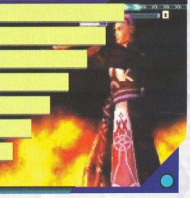
Exp	380
Gold	0
T.Pts	16
E.Pts	20
S.Pts	8
Item (normal)	Neuro Stim
Item (rare)	Cure-All

Location	Encephalon (Militia); Kukai Foundation
Weakness	HP recovery
Note	
HP	Varies
STR	20
VIT	12
EATK	42
EDEF	28
DEX	40
EVA	20
AGL	7

MARGULIS

Exp	2400
Gold	3000
T.Pts	58
E.Pts	60
S.Pts	26
Item (normal)	Red Ring
Item (rare)	Purple Ring

Location	Pleroma
Weakness	
Note	
HP	820
STR	36
VIT	27
EATK	30
EDEF	20
DEX	16
EVA	18
AGL	11



MELD GARETH

Exp	4000
Gold	1000
T.Pts	60
E.Pts	20
S.Pts	60
Item (normal)	Frame Repair Z
Item (rare)	B-MAX Circuit

Location	U-TIC Battleship (EVS only)
Weakness	
Note	
HP	5500
STR	110
VIT	80
EATK	50
EDEF	10
DEX	30
EVA	10
AGL	6

MERCURIO (A)

Exp	150
Gold	200
T.Pts	10
E.Pts	4
S.Pts	6
Item (normal)	Med Kit S
Item (rare)	-

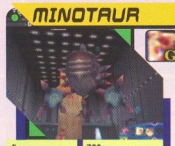
Location	Pleroma
Weakness	
Note	
HP	640
STR	45
VIT	24
EATK	10
EDEF	17
DEX	10
EVA	4
AGL	6

MERCURIO (B)

Exp	150
Gold	200
T.Pts	8
E.Pts	10
S.Pts	6
Item (normal)	-
Item (rare)	-

Location	Pleroma
Weakness	
Note	
HP	640
STR	40
VIT	18
EATK	10
EDEF	4
DEX	16
EVA	8
AGL	6

MINOTAUR



Exp	720
Gold	0
T.Pts	42
E.Pts	30
S.Pts	12
Item (normal)	Skill Upgrade S
Item (rare)	Skill Upgrade Z

Location	Woglinde
Weakness	Beam
Note	Gnosis (BOSS)
HP	920
STR	20
VIT	12
EATK	20
EDEF	15
DEX	26
EVA	8
AGL	6

MINTIA

Exp	22000
Gold	12000
T.Pts	160
E.Pts	240
S.Pts	200
Item (normal)	Penguin Rod
Item (rare)	Craft Apron

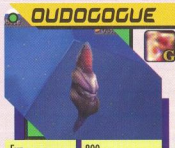
Location	Kukai Foundation (Hidden)
Weakness	
Note	Defend 50%:Lightning, Fire, Ice, Beam
HP	7777
STR	20
VIT	20
EATK	80
EDEF	32
DEX	80
EVA	50
AGL	12

OGRE

Exp	380
Gold	0
T.Pts	12
E.Pts	0
S.Pts	0
Item (normal)	Antidote
Item (rare)	Skill Upgrade A

Location	Cathedral Ship
Weakness	Spirit
Note	DS: Frame Repair A
HP	800
STR	75
VIT	22
EATK	6
EDEF	10
DEX	18
EVA	6
AGL	5

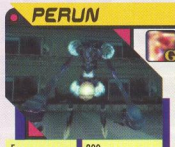
OUDOGOGUE



Exp	800
Gold	0
T.Pts	50
E.Pts	50
S.Pts	10
Item (normal)	Frame Repair A
Item (rare)	Frame Repair Z

Location	Cathedral Ship
Weakness	Slash
Note	
HP	1000
STR	5
VIT	10
EATK	40
EDEF	26
DEX	40
EVA	30
AGL	8

PERUN



Exp	800
Gold	0
T.Pts	12
E.Pts	10
S.Pts	24
Item (normal)	Ether Upgrade S
Item (rare)	Ether Upgrade Z

Location	Cathedral Ship
Weakness	Slash/Spirit
Note	Absorb 50%:Lightning, Beam
HP	1500
STR	60
VIT	20
EATK	34
EDEF	26
DEX	20
EVA	20
AGL	11

PROTO DORA

Exp	32000
Gold	0
T.Pts	240
E.Pts	0
S.Pts	200
Item (normal)	Frame Repair Z
Item (rare)	Fast Circuit 50

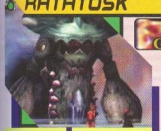
Location	Proto Merkabah
Weakness	Beam
Note	
HP	12000
STR	165
VIT	100
EATK	170
EDEF	20
DEX	50
EVA	10
AGL	6

SHOT CRAB

Exp	900
Gold	5
T.Pts	14
E.Pts	0
S.Pts	16
Item (normal)	-
Item (rare)	-

Location	Song of Nephilim
Weakness	Lightning
Note	
HP	1420
STR	75
VIT	36
EATK	70
EDEF	16
DEX	40
EVA	12
AGL	6

RATATOSK



Exp	3800
Gold	0
T.Pts	180
E.Pts	120
S.Pts	20
Item (normal)	Revive
Item (rare)	Revive DX

Location	Proto Merkabah
Weakness	
Note	Defend 50%:Lightning,Beam
HP	1800
STR	80
VIT	40
EATK	80
EDEF	20
DEX	60
EVA	20
AGL	7

SIMEON

Exp	32000
Gold	0
T.Pts	220
E.Pts	200
S.Pts	180
Item (normal)	B-MAX Circuit
Item (rare)	Fast Circuit 25

Location	Song of Nephilim
Weakness	
Note	Defend 50%:Lightning, Fire, Ice, Beam
HP	8400
STR	120
VIT	100
EATK	100
EDEF	30
DEX	42
EVA	36
AGL	9

RIANON SE

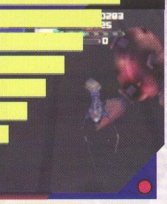
Exp	20000
Gold	0
T.Pts	160
E.Pts	160
S.Pts	40
Item (normal)	Boost Pack
Item (rare)	Shield Armor

Location	Song of Nephilim
Weakness	Fire
Note	Defend 100%:Ice
HP	5600
STR	100
VIT	20
EATK	65
EDEF	40
DEX	45
EVA	50
AGL	11

SKY FISH

Exp	380
Gold	0
T.Pts	13
E.Pts	10
S.Pts	4
Item (normal)	Escape Pack
Item (rare)	-

Location	Encephalon (Miltia)
Weakness	Pierce
Note	
HP	560
STR	48
VIT	12
EATK	38
EDEF	20
DEX	40
EVA	20
AGL	6



SCHUTZ

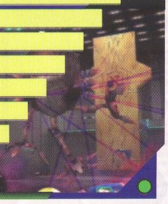
Exp	5000
Gold	0
T.Pts	100
E.Pts	0
S.Pts	60
Item (normal)	Frame Repair A
Item (rare)	Fast Circuit 25

Location	Proto Merkabah
Weakness	Lightning
Note	
HP	3800
STR	45
VIT	30
EATK	58
EDEF	16
DEX	60
EVA	40
AGL	8

SKY FISH

Exp	150
Gold	0
T.Pts	3
E.Pts	6
S.Pts	2
Item (normal)	Escape Pack
Item (rare)	-

Location	Woglinde
Weakness	Pierce
Note	
HP	240
STR	25
VIT	11
EATK	18
EDEF	11
DEX	18
EVA	18
AGL	7



SOPHIE PEITHOS

Exp	88000
Gold	0
T.Pts	250
E.Pts	250
S.Pts	250
Item (normal)	-
Item (rare)	-

Location	Proto Merkabah
Weakness	
Note	
HP	16000
STR	150
VIT	42
EATK	220
EDEF	42
DEX	60
EVA	20
AGL	6

TROLL

Exp	560
Gold	0
T.Pts	30
E.Pts	2
S.Pts	6
Item (normal)	Med Kit S
Item (rare)	Med Kit DX

Location	Encephalon (Militia); Kukai Foundation
Weakness	Spirit
Note	DS: Frame Repair Z
HP	1200
STR	90
VIT	30
EATK	10
EDEF	12
DEX	10
EVA	2
AGL	6

STRIBOG

Exp	800
Gold	0
T.Pts	16
E.Pts	30
S.Pts	6
Item (normal)	Skill Upgrade S
Item (rare)	Skill Upgrade Z

Location	Cathedral Ship
Weakness	Slash/Fire
Note	Absorb 50%:Ice
HP	1500
STR	60
VIT	20
EATK	34
EDEF	26
DEX	20
EVA	20
AGL	11

UNICORN

Exp	600
Gold	0
T.Pts	16
E.Pts	16
S.Pts	4
Item (normal)	Unicorn Horn
Item (rare)	-

Location	Cathedral Ship
Weakness	Pierce
Note	Defend 50%:Lightning, Beam; DS: Emerald
HP	1200
STR	64
VIT	18
EATK	40
EDEF	30
DEX	30
EVA	24
AGL	6

SVAROZIC

Exp	800
Gold	0
T.Pts	30
E.Pts	16
S.Pts	6
Item (normal)	Tech Upgrade S
Item (rare)	Tech Upgrade Z

Location	Cathedral Ship
Weakness	Slash/Ice
Note	Absorb 50%:Fire
HP	1500
STR	60
VIT	20
EATK	34
EDEF	25
DEX	20
EVA	20
AGL	11

U-TIC SOLDIER A

Exp	30
Gold	40
T.Pts	2
E.Pts	2
S.Pts	2
Item (normal)	Med Kit
Item (rare)	Med Kit S

Location	Pleroma; U-TIC Battleship
Weakness	Fire
Note	
HP	90
STR	24
VIT	12
EATK	20
EDEF	8
DEX	20
EVA	10
AGL	7

TIAMAT

Exp	15600
Gold	0
T.Pts	180
E.Pts	160
S.Pts	120
Item (normal)	B-MAX Circuit
Item (rare)	Revenge Power

Location	Encephalon (Militia)
Weakness	Varies
Note	
HP	6400
STR	100
VIT	20
EATK	50
EDEF	24
DEX	32
EVA	40
AGL	10

U-TIC SOLDIER B

Exp	40
Gold	80
T.Pts	2
E.Pts	2
S.Pts	2
Item (normal)	Antidote
Item (rare)	-

Location	Pleroma
Weakness	Fire
Note	
HP	120
STR	23
VIT	12
EATK	20
EDEF	8
DEX	20
EVA	10
AGL	4

U-TIC SOLDIER D

Exp	50
Gold	100
T.Pts	6
E.Pts	2
S.Pts	6
Item (normal)	-
Item (rare)	Med Kit S

Location	U-TIC Battleship
Weakness	Fire
Note	
HP	120
STR	38
VIT	10
EATK	6
EDEF	10
DEX	10
EVA	12
AGL	5

U-TIC SOLDIER X

Exp	30
Gold	40
T.Pts	2
E.Pts	2
S.Pts	2
Item (normal)	Med Kit
Item (rare)	Med Kit S

Location	Pleroma
Weakness	Fire
Note	
HP	100
STR	30
VIT	11
EATK	12
EDEF	12
DEX	20
EVA	12
AGL	8

VIVE

Exp	780
Gold	0
T.Pts	12
E.Pts	4
S.Pts	12
Item (normal)	Med Kit DX
Item (rare)	Veil

Location	Song of Nephilim
Weakness	Beam/Lightning
Note	Defend 50%:Fire
HP	1000
STR	40
VIT	12
EATK	58
EDEF	32
DEX	40
EVA	20
AGL	9

WORK DROID

Exp	1800
Gold	0
T.Pts	18
E.Pts	0
S.Pts	24
Item (normal)	Junked Circuit B
Item (rare)	Frame Repair A

Location	Proto Merkabah
Weakness	Beam
Note	
HP	2400
STR	100
VIT	34
EATK	52
EDEF	12
DEX	20
EVA	10
AGL	6

WYRM

Exp	900
Gold	0
T.Pts	25
E.Pts	14
S.Pts	6
Item (normal)	Cure-All
Item (rare)	Ether Pack DX

Location	Kukai Foundation
Weakness	Pierce
Note	DF50%: Lightning, fire; DS: Emerald
HP	1000
STR	20
VIT	15
EATK	70
EDEF	32
DEX	40
EVA	20
AGL	8

XANTHOSIS

Exp	4800
Gold	0
T.Pts	40
E.Pts	0
S.Pts	28
Item (normal)	Frame Repair A
Item (rare)	Frame Repair Z

Location	Proto Merkabah
Weakness	Lightning
Note	
HP	4000
STR	145
VIT	40
EATK	20
EDEF	12
DEX	30
EVA	12
AGL	6

ZOLFO A

Exp	200
Gold	200
T.Pts	22
E.Pts	50
S.Pts	16
Item (normal)	-
Item (rare)	-

Location	Pleroma
Weakness	
Note	
HP	820
STR	42
VIT	19
EATK	10
EDEF	6
DEX	20
EVA	10
AGL	6

ZOLFO B

Exp	200
Gold	0
T.Pts	18
E.Pts	4
S.Pts	12
Item (normal)	Frame Repair A
Item (rare)	Frame Repair Z

Location	U-TIC Battleship
Weakness	
Note	
HP	800
STR	46
VIT	24
EATK	10
EDEF	14
DEX	30
EVA	15
AGL	8

BATTLE SYSTEM DATA

Xenosaga: Episode I has a complex and fascinating combat system. Initially, the concerns are learning about AP, how to attack and using items and Ether. As you make some progress in the game, the enemies become tougher and smarter and use a variety of complex maneuvers and status afflicting attacks. Consequently, you must capably manage every element of battle as the game progresses, right down to orchestrating your actions to match each Event Slot. This section is set up as a reference guide to help explain essential combat elements and to supplement both the user manual and initial in-game tutorials.

BEFORE BATTLE

Before entering any area inhabited by enemies, set up each character's equipment, Skills, Ether and Tech Attacks. Then check your inventory for recovery items. Ready?

Enemies patrol small zones as you wander throughout dangerous areas. When an enemy detects the presence of your character, a warning light flashes on the screen accompanied by an alarm, and their radar screen icon blinks red.

TRAP DEVICES

Sometimes while wandering on the field, you can use the Vaporizer Plug-in on devices that emit various particles or energy. For the most part, the walkthrough refers to these devices as "canisters". If the energy or particle cloud touches an enemy, it causes two effects. If you remain on the field, the effects of the canister hamper the enemy's movement. If you want to slip past or escape from the area (see Avoiding Battle), now is your chance. If you engage the trapped enemy in battle, the effect lowers the enemy set's combat abilities or enhances the abilities of the party during the battle.

BOX TYPE	FIELD EFFECT	COMBAT EFFECT
Purple (Lock)	Nothing	Skill Lock
Red (Flame)	Stop	Start with 1 Boost
Yellow (Spark)	Slow	Greater Critical chance

AVOIDING BATTLE

Although you will be stunting the growth of your characters, you may try to avoid battle. Enemies can hear and see your character in the vicinity, but if you walk quietly behind an enemy, you might go undetected. Make your character walk by holding down R2, or using a light touch on the left analog stick, while in motion. One exception is Mech enemies. Some drones and robots react only to the motion of a moving person. Therefore, if you remain still, a patrolling mech is likely to move past you. If detected by any enemy, try to outrun them or use the environment to shield you as they may give up and return to their patrol route. If you are caught in a battle you wish to avoid, use an Escape Pack or the Ether Goodbye to escape. Note that some battles must happen and you cannot escape in this fashion.

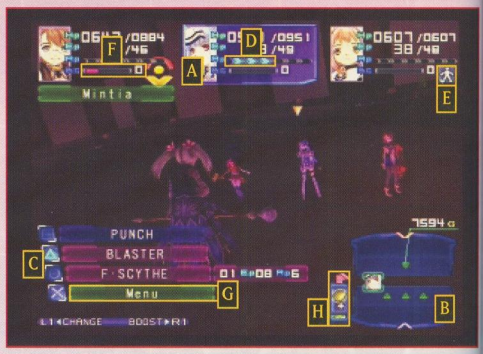
Directly after leaving battle, whether through a successful battle or using an Escape Pack, and returning to the environment, the onscreen character flashes briefly. During this short time, you will not begin battle even if you touch an enemy. Use this chance to heal up, or try to sneak past remaining enemies.

DON'T GIVE YOURSELF AWAY!

Although you might sneak past one nemesis after another, you could give away your position by vaporizing environmental objects. The sound of explosions draws the attention of enemies as easily as the sound of running feet.

DURING BATTLE

Battle begins if your onscreen character comes in contact with an enemy, or at the end of certain cinematic events.



A **Active Character** — Each character box displays the current HP, EP, AP, Status Effects and Boost Gauge. The active character shows as blue.

B **GTW (Group Turn Window)** — Displays a "round" of character and enemy "turns". Only four turns may occur per round. Small green triangles above and below the turn order indicate the enemy and party formations.

C **Button Display** — Labels each button command. ■ and ▲ are normal attacks. ● fires the Sub-weapon or initiates a Tech Attack. X opens the Battle Menu.

Attacking — [Manual pg. 23] Before your first strike, two attacks are listed. Afterwards the list changes, and new attack names appear. Each attack has characteristics that include range, style, and elemental properties. View this information during battle by pressing L1 or L2. Attack characteristics are also included in Character Data. Enemy weaknesses against these characteristics are listed in Gnosis and Enemy Data.

Sub-Weapons — KOS-MOS and Ziggy can each equip a variety of Sub-weapons. Sub-weapons are powerful, so look for opportunities to use the Sub-weapon before committing to any normal or Tech Attack. Check out the **Character Data** for KOS-MOS and Ziggy for details about their Sub-weapons.

Action Points (AP) — [Manual pg. 23] Every action requires a certain amount of AP. If the character has AP left over from the previous turn, the new AP are added to this total. 6 AP is the maximum for one turn. Guarding for one turn is a good way to build AP for the next turn. Also, try performing one attack, then ending the turn by pressing **X**.

AP COSTS

Attack (Normal or Tech Attack)	2 AP each
Attack (A.G.W.S.)	Varies by weapon
Move (change formation)	2 AP
Guard	2 AP
Use Item	3 AP
Use Ether	4 AP
Use W-Item	6 AP
Use Sub-weapon	6 AP
W-ACT (A.G.W.S. only)	6 AP

Status Effects — [Manual pg. 26] **Shield Armor** and **Coin Lock** block all status changes except Incapacitated. **Cure-All**, **Purifying Storm** and **Refresh** remove all status effects, while **Antidote** and **Neuro Stim** make a distinction between physical or psychological effects. None of these discriminate between good and bad effects. The following tables include the other means of how to block and remove these effects with **Equipment**, **Skills**, **Ether** and **Items**.

CHARACTER STATUS ABNORMALITIES

ICON	STATUS	BLOCK WITH	REMOVE WITH
	Incapacitate		Revive, Revive DX, Revert, Refine, Best Ally
	Stop	Field Ring, Stop Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Sleep	Nightwalker, Sleep Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Confusion	Blade Soul, Confusion Guard	Cure-All, Neuro Stim, Purifying Storm, Refresh
	Poison	Snake Hunter, Poison Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Attack Poison	Venom Block, A-Poison Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Ether Bomb		Cure-All, Antidote, Purifying Storm, Refresh
	Reverse		Cure-All, Antidote, Purifying Storm, Refresh
	HP Half		Cure-All, Antidote, Purifying Storm, Refresh
	Attack Disable	Solder's Honor, Special Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Curse	Wooden Idol, Bind Guard	Cure-All, Neuro Stim, Purifying Storm, Refresh
	EP Half	Chakra Shield, EP Guard	Cure-All, Neuro Stim, Purifying Storm, Refresh
	EP Over	Rune Crystal, EP Double Guard	Cure-All, Neuro Stim, Purifying Storm, Refresh
	Slow	Clock Shield, Slow Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Dexterity Down	Sniper Goggles, DEX Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Evasion Down		Cure-All, Antidote, Purifying Storm, Refresh
	Physical Attack Down	Power Brace, PATK Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Physical Defense Down	Guard Pendant, PDEF Guard	Cure-All, Antidote, Purifying Storm, Refresh
	AP Half		Cure-All, Antidote, Purifying Storm, Refresh
	Ether Down	Spirit Pendant, EATK Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Lost	Magical Hat, Lost Guard	Cure-All, Antidote, Purifying Storm, Refresh
	Boost Seal		Cure-All, Antidote, Purifying Storm, Refresh

A.G.W.S. status effects cannot be recovered in the normal way. They either wear off on their own or are removed through the use of the Guard Cleaner accessory.

A.G.W.S. STATUS ABNORMALITIES

ICON	STATUS	BLOCK WITH
	Incapacitated	
	Drive Suspension	Engine Shield
	Pilot Unconscious	Cockpit Guard
	Pilot Asleep	Cockpit Guard
	Pilot Confused	Cockpit Guard
	CRTC Mark	
	Slow	Gear Shield
	Dexterity Down	
	Evasion Down	
	AP Half	AP Shield
	Power Loss	
	Armor Loss	Armor Protect Unit
	Junk-Heap	

A.G.W.S. STATUS AIDS

ICON	STATUS	GAIN WITH
	Ether Shield	

CHARACTER STATUS AIDS

ICON	STATUS	GAIN WITH
	Physical Attack Up	Mode A7, Psycho Arm
	Physical Defense Up	Defense Shield
	Focus Physical Attack	
	Focus Physical Defense	
	Focus Ether Attack	Ether Shift B
	Focus Ether Defense	Ether Shift A
	Dexterity Up	
	Evasion Up	
	Speed 25	Speed Shoes, Speed+25, Speed Stim, Speed Machine, Quick
	Speed 50	Speed Stim DX, Speed Boost
	Recovery X2	Charge X
	EP X2	Ether Limit
	APMAX	Star Action
	ST Lock	Coin Lock
	Veil	Blue Topaz, Ether Power D, Veil, Star Veil, Protective Wear
	Anti-Veil	Red Topaz, Ether Power U, Anti-Veil, Ether Flare
	Safety	Saftey Level
	Chivalry	Dandyism
	MOMO Guard	Bodyguard

Boost Gauge — [Manaul pg. 30] The Boost Gauge fills with each attack on an enemy. Normal attacks fill the bar in small amounts while Tech Attacks fill it by slightly more. When the bar fills completely, Boost goes up by 1. To Boost, hold down R1 or R2. Any character with sufficient Boost and not already in the GTW appears around the Boost slot. Press ■, ▲ or ● to cause the corresponding character to Boost into the current order of turns.

BATTLE MENU

[Manual pg. 30] Press ● to make a selection, or **X** to cancel and return to battle.

Ether: Characters can cast any Ether on their set list, provided they have enough EP.

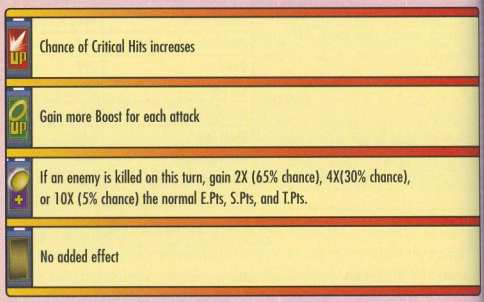
Item: Allows for the use of consumable items during battle.

Move: There are six normal positions within the party's formation, three in the front row, and three behind. Move allows a location change to any adjacent position. Characters in the back row take less damage from attacks, but can only perform functions from the Battle Menu.

A.G.W.S.: Transmission into or out of an A.G.W.S. uses all AP and ends that character's turn. If FHP is reduced to zero, the armor becomes useless, trapping the character inside for the remainder of the battle. For more information on these mechs, see **A.G.W.S. Data**.

Guard: The defense of the character doubles and the chance for an enemy to hit is reduced, but the character's turn is immediately ended.

Event Slot — [Manual pg. 29] During battle, this window cycles in order between four different Icons. For each turn the Event Icon changes. The BG Increase Rat Up and Critical Hit Rate Up slots only affect the battle in which you are currently engaged. The Point Bonus slot only affects enemies defeated in that round. The effects of each Points Bonus aren't applied until the end of the current battle, when points earned are tallied. If possible, eliminate enemies when the Point Bonus shows.



U.M.N. DATA

The U.M.N., or "Unus Mundus Network," lives up to its name (which means "one world network") by connecting the entire universe through one vast net of information. It is used for such diverse tasks as allowing instant communication, creating virtual reality simulations and aiding in space travel through its hyperspace gate columns.

Throughout *Xenosaga Episode I* you use this network for important tasks, such as receiving and replying to email, simulating dungeons that you have already explored, keeping data on Gnosis, and more.

MAIL

This function may very likely be the most used throughout your journey. As you travel, you receive emails from various individuals and companies. Some are simple advertisements, the 48th century version of spam. Others are more important. They could contain tips for game play, chances to earn money or items, or even downloads of Tech Attacks or weapons for KOS-MOS. Never ignore your mail, and remember to reply quickly if the message requires a response.

New mail is triggered not by time played or certain events, but instead by your physical location at certain times between other events. In other words, if you go to a certain spot after a key event and before moving on too far with the story, you receive a mail message. Some of these messages are guaranteed—you will always be crossing the right spot at the right time, and cannot miss them. Others are well out of your way. Make sure to trigger each mail message as soon as you can, as the window of opportunity for some of them is quite limited.

Whenever your party enters a target location at the right time, you receive a notice of a new message. For some of the more important messages you are taken directly into the mail program with the newest message displayed. For the other messages, an option appears on the screen allowing you to choose between viewing the message now or leaving it for later. If you choose to view it now, you again are taken

If the mail system sounds a bit overwhelming don't worry—the mail system's procurator (an A.I. assistant) shows up the first time or two you receive a message to help you out.

directly into the mail program with the newest message being displayed.

When the message is displayed in the mail program the subject is displayed at the top, with the sender directly below it. The body of the message is in a large box in the center of the screen. Scroll up and down in order to read the entire message by using the directional buttons or left analog stick. You can also press ■ in order to jump to the next important topic in the mail message, which is displayed in bold white text. Less important text is displayed in gray. L2 takes you directly to the top of the message, while R2 scrolls to the bottom. L1 moves the text up one screen's worth of text, while R2 moves the text down in the same fashion. If the message allows you to reply, press ● while viewing the message to reply. At that point you are able to choose between various responses. Pressing **X** closes the message and returns you to a directory of all messages received.

QUICK TURNAROUND

Always look at the top of the message to see if it allows you to send a reply. If it does, try to respond as soon as possible. Leaving a message go unanswered for too long may lose you a great opportunity.

View your list of mail messages at any time by selecting the U.M.N. option from the Main Menu. Select Mail from the submenu that appears. You are taken into a list of mail subjects (with the sender) in order of their receipt, with the most recent message on top. Scroll up and down the list with the directional buttons or left analog stick, and press ● to select the message you wish to view. If a message contains an attachment, there is also a paperclip icon displayed to the right of the subject and sender. This icon is grayed out if the attachment has already been downloaded, and it is displayed in bold white if you still need to download whatever was sent with the message.

When you select a mail message from the main list, you are given two or three options. Read allows you to read the selected message, and to reply if a message allows a response and you haven't yet sent one. The History option shows you the entire "thread" of mail for that message. In other words, if the message is part of a chain of responses back and forth between Shion and someone else, you see the entire chain of mail messages, and can then select any one of those to view. Download is only available in a few cases. This allows you to download an item, plug-in, Tech Attack, or other attachment that was sent to you in a mail message. Some attachments are automatically downloaded for you, and the mail message will usually tell you if this is the case, but it never hurts to double-check.

As KOS-MOS' Tech Attacks and some of her weapons are available only through mail messages, it becomes quickly apparent that the mail function is for more than idle chatter and spam!

DATABASE

The database becomes available very soon into the game, still within the first main scenario. It has two functions—to serve as a record of any gnosis that you have fought, and to help provide a little background information about the various characters, terms, and events throughout *Xenosaga*.

GNOSIS RECORD

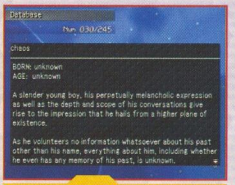
To view the Gnosis that you have encountered thus far, select U.M.N. from the main menu and choose Database. Select Gnosis from the small submenu that appears, and you are shown a list containing the Gnosis that you have fought. Scroll through the list using the directional buttons, and select a foe to view in more detail by pressing ●. If you have used the Analyze Ether on the type of Gnosis on display, press ● to retrieve the analysis information.

Glancing at the Gnosis Database and studying its contents from time to time can be helpful. This way you may not have to cast the Analyze Ether quite as often.

KEYWORD DEFINITIONS

Selecting Database, then Keywords from the U.M.N. submenu brings up a large record of various keywords from throughout your adventure, along with their definitions or explanations. These keywords can be anything from a character's name and a short biography to an explanation of a real-life work from which a quote or reference was taken. It's always hard to tell ahead of time which terms or phrases may appear in the database, so check often. The empty spaces indicate where a keyword that you have not yet come across will go in the future.

Nearly anything that you run across could become a keyword listed in this index. Some listings tell you more about your party's characters, while others talk about the NPC's you meet in more detail. Some keywords are simply words or terms that you may not be familiar with, giving a definition to sate your curiosity. Others give detail about a term that is common in the game's world, but not our own. Yet more keywords are more in-depth explanations of things that the characters have said, either giving the origin of a quote, or an explanation of the culture and the reasoning behind the dialogue.



Checking the Keyword Database often is a very good idea, especially as it can help to point out details that you may have missed, or give information that you would not learn in any other way.

PLUG-IN MODULE

You can easily go through the entire game without so much as glancing at the Plug-in Module as it lists the various Plug-ins that you have acquired through your adventure. These Plug-ins are used automatically in other ways and you cannot use them from this menu. This is a way to keep track of what you have, and to find out what it can be used for in other areas of the game.

The Plug-ins available are as follows:

NAME	FUNCTION	HOW TO OBTAIN
Mail Plug-in	Enables the U.M.N. Mail function	Owned at start of game
Database Plug-in	Enables the U.M.N. Database function	Received through mail message just after beginning of game
Sprinkle	Enables multi-array computing—used to obtain KOS-MOS' weapon	Received through mail message from Miyuki if you reply to "Secret Email"
	F-SCYTHE near end of game	and agree to help
EVS (Environmental Simulator)	Enables the U.M.N. EVS function	Received through mail message shortly after arriving on the Elsa
Code Disarm Key Plug-in	Used to decipher coded messages in mail	Received through mail message as a dividend from Vector Com, if you
		invested in this company
Code Disarm Key Support Plug-in	Augments the Code Disarm Key Plug-in	Received through mail message if you successfully help capture the hacker via email.

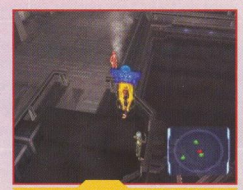
For more details on any of the mail messages or threads listed, see the individual walkthrough sections.

EVS (ENVIRONMENTAL SIMULATOR)

The EVS allows you to recreate some of the areas that you have explored, using the U.M.N. to create a virtual reality copy. With this function you can gain extra experience between events, earn some extra money, go back to retrieve any items from a dungeon that you may have missed, or unlock some of the Segment Address doors after finding the relevant Decoders.

To revisit an area in this fashion first find a save point with the blue EVS plate. While standing within the save point, select the U.M.N. option from the Main Menu. Choose EVS from the submenu to see a list of areas to visit. In any place other than an EVS-enabled save point, the locations on the list are all grayed out and cannot be selected.

After choosing a location in this fashion you are transported to a set starting point within the location. Near each starting point is a red and blue exit plate. Stand at this or any similar symbol and press ● in order to exit the simulation. Aside from the starting point, there are also exit plates located at many of the places where the original dungeons held a save point, and also at the location of the final boss fight or other ending event during the original scenario.



If you have trouble accessing the list of EVS locations, make certain you are directly inside the save point and try again.

Other than the substitution of exit points for save points and a possible change of some enemies, the dungeon should be the same as you left it in its original form. Any doors opened or puzzles solved should remain so, and any left unsolved for later should be waiting for you. Chests that were previously unopened are still intact. Through the magic of U.M.N. technology, you can retrieve the actual items from them despite the fact that you are currently within a simulation. Some items in fact can only be retrieved in this fashion, after returning to the area through the EVS. The EVS becomes available soon after completing your stint on the Woglinde and after you arrive on the Elsa. When you receive a mail message titled "EVS Plug-in" from Vector, this function is included as an attachment and is automatically downloaded when you read the message. From this point the EVS function is available at any save point that has the blue EVS plate attached to it.

SECOND VISITS

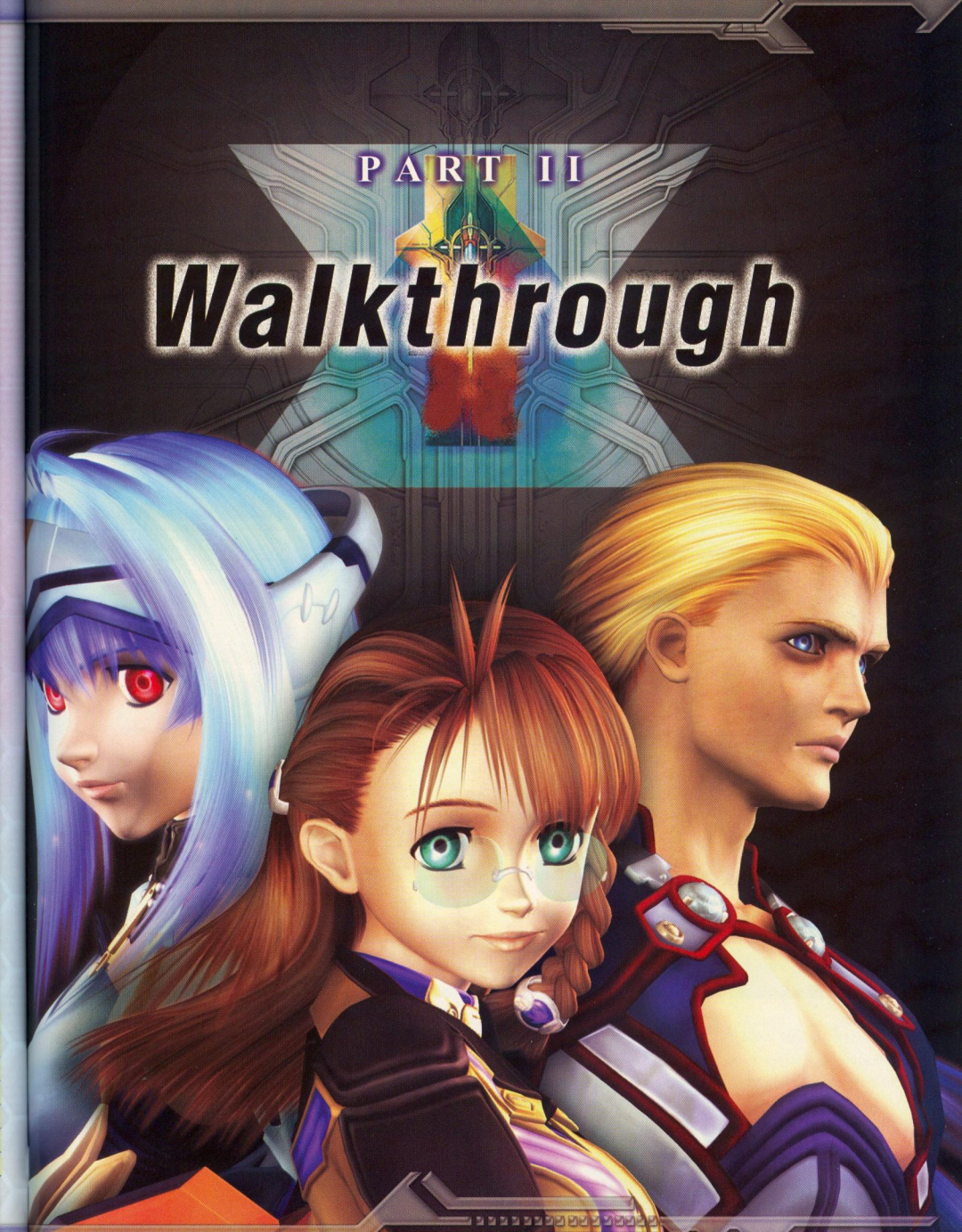
Other than the usual items that you may have missed during the initial journey through an area, the EVS allows you to retrieve two different types of items that are impossible to find the first time through the dungeon. These two types are items located behind Segment Doors for which you don't yet have the Decoder, and items found within a final boss room that you cannot explore on your first run through a dungeon.

Also keep in mind that you can go back through dungeons and receive new items when you gain new abilities such as MOMO's Dark Scepter Tech Attack.

When you first receive the EVS Plug-in that allows you to use this function there are only a handful of locations available. More become available as you continue your journey. After completing a dungeon, you often receive a mail message with the subject "New Map Added" and the new EVS location included as an attachment. After receiving the message, the new map is available in the usual way from the EVS listing.

The different locations that you can eventually explore via the EVS are:

- KOS-MOS Simulator
- Woglinde
- Pleroma
- U-TIC Battleship
- Cathedral Ship
- Encephalon
- Song of Nephilim


PART II
Walkthrough

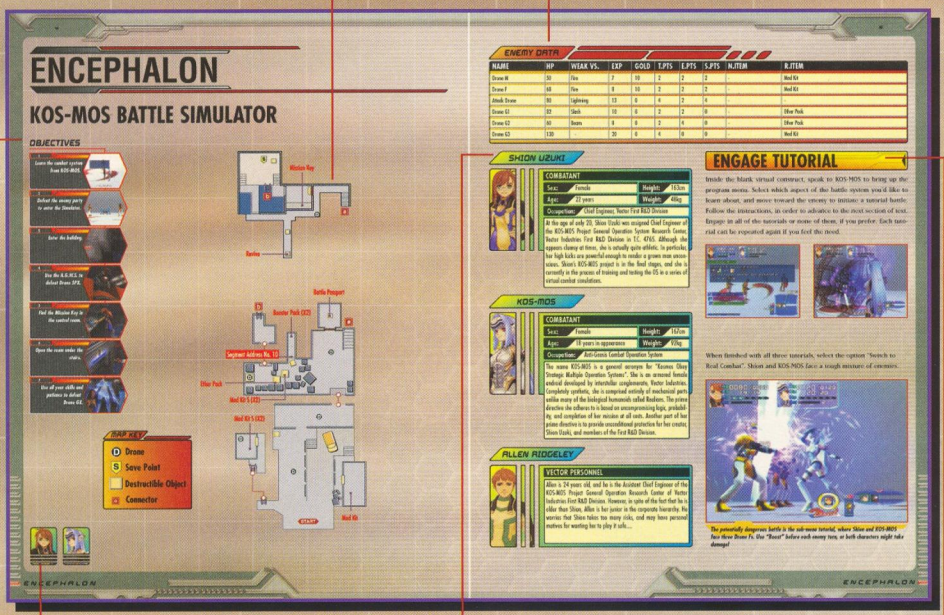
The second part of this strategy guide focuses on the story flow and game advancement of *Xenosaga Episode I*. The game is more expansive than can be described in just a few hundred pages. While major topics of advancement and other notes of interest are covered, this is not an item by item guide. Use the maps to locate every item, and refer to our text for in-depth discussion of the important objectives and challenges of the game.

EXPLANATION OF GUIDE

Each section of the walkthrough covers a new area, or revisits previous areas with all new events, enemies and items. The **Objectives** listed at the start of each section display a list of goals to achieve in the game in order to advance the story and move onwards in the game.

The **Area Maps** should be easy to reference in relation to the area where your character is standing. Each map has markers for every item, as well as major event locations. As your eyes move from the game to the maps, begin at the location marked "START!" on the map and retrace your movements until recognizing your current position.

Enemy Data is a brief reference list of the enemies encountered in each area, with several of their important statistics. This is just a handy chart to help you sense when an enemy is ready to drop, so that your characters avoid wasting AP. The chart shows the types of attacks that hurt the enemy more, the points awarded for defeating the enemy, and any regular or rare items gained after the battle. More detailed information about each enemy is located in the **"Gnosis and Enemy Data"** chapter in the first part of this book.



Look for special notes indicating characters that should join the party, even if it's just for short periods of time.

Xenosaga Episode I occurs in a universe full of interesting and diverse characters. Keeping track of their coming and going can be a little overwhelming! Each time a new character is introduced into the story line, small sections like this will appear on the side of the page.

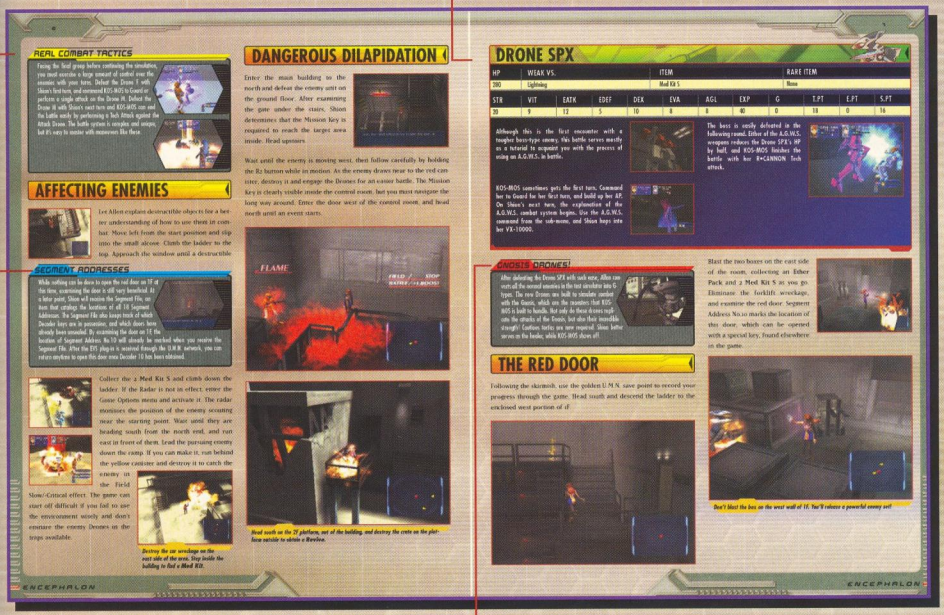
Topics detail how to achieve the Objectives, and also cover side aspects and nuances of the environments. Sometimes, pursuing conversations and actions that deviate from the main flow of events can unlock certain side quests and mini-games!

TIPS

Sometimes there are small tasks or extra items to find which make your adventure a little easier. Look for these extra hints when an area is giving you problems, or you believe you might have missed something. Also look for tips in the captions under some pictures.

BOSS FIGHTS

Certain unique creatures encountered during the progression of the story line are tougher and smarter than your average foe. These sections include masterful strategies for defeating these incredibly powerful opponents, hopefully with a minimum of casualties...



NOTES

Your actions may have far-reaching effects on your game. These sidebars cover all aspects of the actions you might take, which are usually not part of the main objectives but still effect future events.

WARNING!

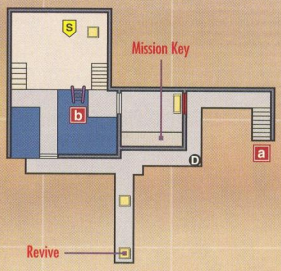
Don't proceed without caution! Something may occur which ends the game instantly, or you might cause things to become extremely difficult due to lack of preparation. Heed the warnings given in order to survive!

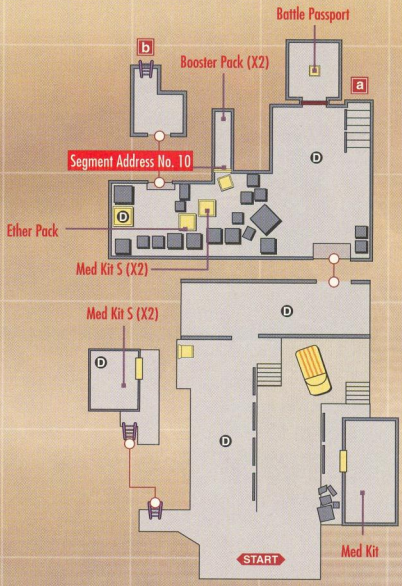
ENCEPHALON

KOS-MOS BATTLE SIMULATOR

OBJECTIVES

1. Learn the combat system from KOS-MOS.
2. Defeat the enemy party to enter the Simulator.
3. Enter the building.
4. Use the A.G.W.S. to defeat Drone SPX.
5. Find the Mission Key in the control room.
6. Open the room under the stairs.
7. Use all your skills and patience to defeat Drone GX.





MAP KEY

- D Drone
- S Save Point
- Destructible Object
- a Connector

ENEMY DATA

NAME	HP	WEAK VS.	EXP	GOLD	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Drone M	50	Fire	7	10	2	2	2	-	Med Kit
Drone F	68	Fire	8	10	2	2	2	-	Med Kit
Attack Drone	80	Lightning	13	0	4	2	4	-	-
Drone G1	82	Slash	10	0	2	2	0	-	Ether Pack
Drone G2	60	Beam	8	0	2	4	0	-	Ether Pack
Drone G3	130	-	20	0	4	0	0	Med Kit	-

SHION UZUKI

COMBATANT

Sex:	Female	**Height:**	163cm
Age:	22 years	**Weight:**	48kg
Occupation:	Chief Engineer, Vector First R&D Division		

At the age of only 20, Shion Uzuki was assigned Chief Engineer of the KOS-MOS Project General Operation System Research Center, Vector Industries First R&D Division in T.C. 4765. Although she appears clumsy at times, she is actually quite athletic. In particular, her high kicks are powerful enough to render a grown man unconscious. Shion's KOS-MOS project is in the final stages, and she is currently in the process of training and testing the OS in a series of virtual combat simulations.

KOS-MOS

COMBATANT

Sex:	Female	**Height:**	167cm
Age:	18 years (in appearance)	**Weight:**	92kg
Occupation:	Anti-Gnosis Combat Operation System		

The name KOS-MOS is a general acronym for "Kosmos Obey Strategic Multiple Operation Systems." She is an armored female android developed by interstellar conglomerate, Vector Industries. Completely synthetic, she is comprised entirely of mechanical parts unlike many of the biological humanoids called Realians. The prime directive she adheres to is based on uncompromising logic, probability, and completion of her mission at all costs. Another part of her prime directive is to provide unconditional protection for her creator, Shion Uzuki, and members of the First R&D Division.

ALLEN RIDGELEY

VECTOR PERSONNEL

Allen is 24 years old, and he is the Assistant Chief Engineer of the KOS-MOS Project General Operation System Research Center of Vector Industries First R&D Division. However, in spite of the fact that he is older than Shion, Allen is her junior in the corporate hierarchy. He worries that Shion takes too many risks, and may have personal motives for wanting her to play it safe...

ENGAGE TUTORIAL

Inside the blank virtual construct, speak to KOS-MOS to bring up the program menu. Select which aspect of the battle system you'd like to learn about, and move toward the enemy to initiate a tutorial battle. Follow the instructions in order to advance to the next section of text. Engage in all of the tutorials or none of them, if you prefer. Each tutorial can be repeated again if you feel the need.

When finished with all three tutorials, select the option "Switch to Real Combat." Shion and KOS-MOS face a tough mixture of enemies.

During the sub-menu tutorial, where Shion and KOS-MOS face three Drone Fs, use "Boost" before each enemy turn.

REAL COMBAT TACTICS

Facing the final group before continuing the simulation, you must exercise a large amount of control over the enemies with your turns. Defeat the Drone F with Shion's first turn, and command KOS-MOS to Guard or perform a single attack on the Drone M. Defeat the Drone M with Shion's next turn and KOS-MOS can end the battle easily by performing a Tech Attack against the Attack Drone. The battle system is complex and unique, but it's easy to master with maneuvers like these.

AFFECTING ENEMIES

Let Allen explain destructible objects for a better understanding of how to use them in combat. Move left from the start position and slip into the small alcove. Climb the ladder to the top. Approach the window until a destructible object becomes highlighted in blue and press L1 or R1 until the red canister inside the small room is targeted. Press ■ to destroy the canister from outside the room, engulfing the Drone inside with flames. Quickly blow down the door, breach the room and engage the enemy group while the Field Stop/+1 Boost bonus is still in effect. During every turn of the battle, use a Boost to place your characters forward in the fighting progression and the enemies will never get the chance to attack!

Collect the 2 **Med Kit S** and climb down the ladder. If the Radar is not in effect, enter the Game Options Menu and activate it. The radar monitors the position of the enemy scouting near the starting point. Wait until they are heading south from the north end, and run east in front of them. Lead the pursuing enemy down the ramp. If you can make it, run behind the yellow canister and destroy it to catch the enemy in the Field Slow/+Critical effect. The game can start off difficult if you fail to use the environment wisely and don't ensnare the enemy Drones in the traps available.

Destroy the car wreckage on the east side of the area. Step inside the building to find a ***Med Kit.***

DANGEROUS DILAPIDATION

Enter the main building to the north and defeat the enemy unit on the ground floor. After examining the gate under the stairs, Shion determines that the Mission Key is required to reach the target area inside. Head upstairs.

Wait until the enemy is moving west, then follow carefully by holding the R2 button while in motion. As the enemy draws near to the red canister, destroy it and engage the Drones for an easier battle. The Mission Key is clearly visible inside the control room, but you must navigate the long way around. Enter the door west of the control room, and head north until an event starts.

Head south on the 2F platform, out of the building, and destroy the crate on the platform outside to obtain a ***Revive.***

DRONE SPX

HP	WEAK VS.	ITEM	RARE ITEM
280	Lightning	Med Kit S	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
20	9	12	5	10	8	5	40	0	18	0	16

Although this is the first encounter with a tougher boss-type enemy, this battle serves mostly as a tutorial to acquaint you with the process of using an A.G.W.S. in battle.

KOS-MOS sometimes gets the first turn. Command her to Guard for her first turn, and build up her AP. On Shion's next turn, the explanation of the A.G.W.S. combat system begins. Use the A.G.W.S. command from the sub-menu, and Shion hops into her VX-10000.

The boss is easily defeated in the following round. Either of the A.G.W.S. weapons reduces the Drone SPX's HP by half, and KOS-MOS finishes the battle with her R•CANNON Tech Attack.

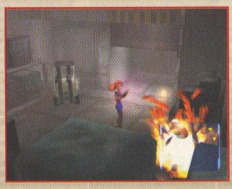
GNOSIS DRONES!

After defeating the Drone SPX with such ease, Allen converts all the normal enemies in the test simulator into G-types. The new Drones are built to simulate combat with the Gnosis, which are the monsters that KOS-MOS is built to handle. Not only do these drones replicate the attacks of the Gnosis, but also their incredible strength! Cautious tactics are now required. Shion better serves as the healer, while KOS-MOS shows off.

THE RED DOOR

Following the skirmish, use the golden U.M.N. save point to record your progress through the game. Head south and descend the ladder to the enclosed west portion of 1F.

Blast the two boxes on the east side of the room, collecting an **Ether Pack** and 2 **Med Kit S** as you go. Eliminate the forklift wreckage, and examine the red door. Segment Address No. 10 marks the location of this door, which can be opened with a special key, found elsewhere in the game.

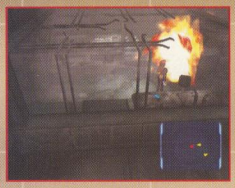


Don't blast the box on the west wall of 1F. You'll release a powerful enemy set!

SEGMENT ADDRESSES

While nothing can be done to open the red door on 1F at this time, examining the door is still very beneficial. At a later point, Shion will receive the Segment File, an item that catalogs the locations of all 18 Segment Addresses. The Segment File also keeps track of which Decoder keys are in your possession, and which doors have already been unsealed. By examining the door on 1F, the location of Segment Address No.10 will already be marked when you receive the Segment File. After the EVS Plug-in is received through the U.M.N., you can return anytime to open this door once Decoder 10 has been obtained.

THE MISSION KEY



Climb back up to 2F and head through the east door. Pickup the **Mission Key** from the counter, and blast the debris in front of the door. Head back downstairs and use the Mission Key to open the gate. Proceed into the room until the next event commences. Shion programs a formidable opponent for KOS-MOS to fight, but is the android weapon ready? Is Shion prepared?

DRONE GX

HP	WEAK VS.	ITEM	RARE ITEM
420	Slash	Ether Pack S	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
19	6	16	13	10	12	6	100	0	24	12	8

The Drone GX is more typical of the boss enemies encountered through the rest of the game. It is also a tricky foe, because if you attack the drone while it is guarding it will react with a violent Ether attack called "Revenge Combo." This devastating countermove is like a Tech Attack.

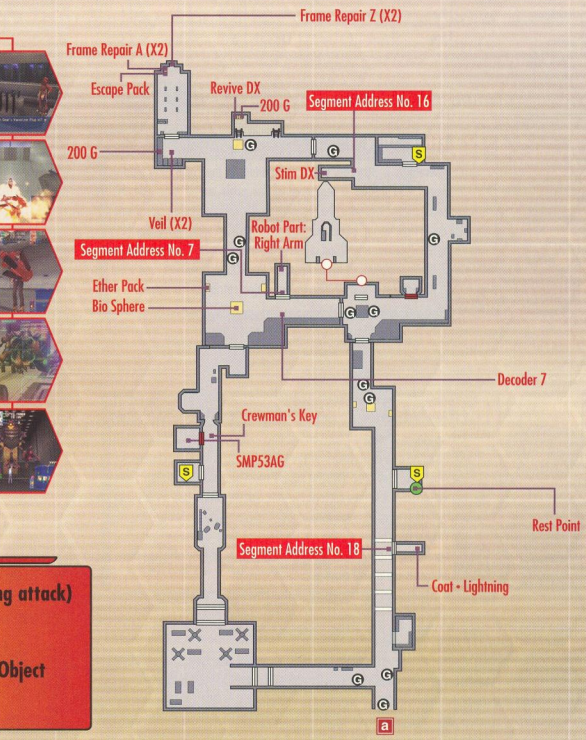
Whenever the Drone GX is poised in Active Guard stance, avoid all action. Command your characters to heal themselves or, even better, to Guard. Build AP and unleash devastating attacks only when the time is right to win the battle.

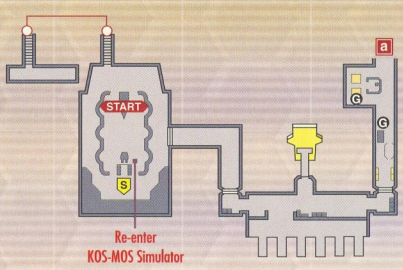
Mechs are again available in battle. Begin by strapping Shion into her A.G.W.S., and use KOS-MOS' Mode A7 Ether spell to focus her physical attacks for greater damage. Drone GX is strong against Ether and Ether-based Tech Attacks, so utilize only the SWD21AG sword of Shion's A.G.W.S. KOS-MOS must alternate turns, guarding for one turn to build AP, then unleashing the R•BLADE attack on the next.

WOGLINDE

OBJECTIVES

1. Head through the ship toward the Bridge.
2. Detour to Shion's quarters to pick up the Maintenance Data.
3. Speak to all the Realians in the lab.
4. Assist Mr. Holgar in removing the wreckage.
5. Obtain the Segment File from Sgt. Swaine.
6. Take the elevator to the Bridge.
7. Report to Captain Moriyama.
8. Pick up the M.W.S. at the A.G.W.S. hangar.
9. Return to Shion's quarters and rest.
10. Evade the Gnosis.
11. Obtain the Vaporizer Plug-in for the Connection Gear at the A.G.W.S. hangar.
12. Obliterate the car wreckage blocking the corridor.
13. Rendezvous with KOS-MOS in the lab to defeat the Cyclops.
14. Fight your way to the escape pod hangar.
15. Defeat the Minotaur to escape the Woglinde.





ENEMY DATA

NAME	HP	WEAK VS.	EXP	GOLD	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Goblin	180	Spirit	40	0	6	0	0	Escape Pack	-
Gremlin	100	Pierce	50	0	3	3	3	Revive	Med Kit S
Manticore	90	Slash	30	0	3	4	0	-	Ether Upgrade A
Golem	240	Slash	110	0	8	8	4	Ether Pack S	-

COMMANDER ANDREW CHERENKOV

FEDERATION

Cherenkov is 36 years old, a commander in the Federation Marine Corps, and second in command of the battle cruiser Woglinde. His stern attitude toward the research and weapons testing being conducted by Vector Industries First R&D Division hides an underlying motive for wanting Shion and her team to complete the work. What is the true nature of his distaste for the KOS-MOS project, and what is his interest in the strange golden object retrieved from space?

LIEUTENANT VIRGIL

GUEST COMBATANT

A veteran of the Miltian Conflict and a skilled A.G.W.S. pilot, Virgil bears no love in his heart for the Realians also in service onboard the Woglinde. Not only does he resent their proposed "superiority" to well-trained marines such as himself, but he is repulsed by his own addiction, a condition caused by the consumption of Realian tissue. Virgil's face bears all the classic signs of DME addiction, including hardening and cornification of the skin. His mind may also be affected by his unnatural craving.

SHIP'S DIRECTIONS

Almost all of *Xenosaga Episode I* takes place on starships and asteroids. As a result, the global directions do not apply to most of the maps in the game. In order to portray the game accurately, standard ship's directions must be used. Referencing the maps in this section of the walkthrough, the area on the left side of the map is the "port" side, and the right side of the map is the "starboard" side. The area at the top of the map is the "fore" or "bow", and the area at the bottom is the "aft" or "stern". So when the guide references these directions, please move as indicated.

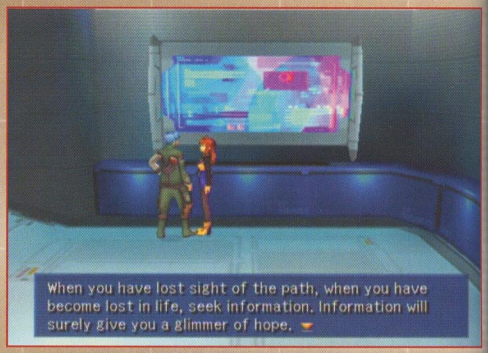
SPACESHIP EXPLORATION

Although Shion is ordered to report to Captain Moriyama, she is going to be late no matter how quickly you move. Relax and take time to explore the Woglinde and familiarize yourself with the layout. A good knowledge of the ship's corridors and sections will come in handy if an emergency should arise.

At the bottom end of the KOS-MOS lab is a save point, and you may speak to the engineer working on Shion's Encephalon chair if you wish to fight drones inside the KOS-MOS battle simulation again. However, since KOS-MOS does not accompany Shion on this return trip, this is a dangerous venture. If you want to attempt this, use Shion's A.G.W.S. in every battle.

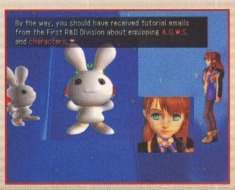
Return to the room where Drone GX was defeated in the simulator, and Shion finds the Battle Passport inside the red box.

Located at the first corner in the hallway outside the lab is a large-screen display of the ship's map. There are several of these located in the corridors of the Woglinde, and Shion's current position is indicated with a flashing dot. If you're feeling lost, even with the maps, find one of these monitors.



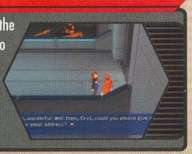
U.M.N. INTRODUCTION

Continuing down the corridor to the stern, Shion receives email and automatically enters the U.M.N. Mail menu. The four notes are from Vector, explaining the functions of the Connection Gear, the Unus Mundus Network, plug-ins and downloading attachments. More detailed explanations of the Connection Gear's functions and usage are detailed in the **Game Basics** chapter.



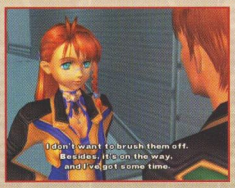
SIGN UP FOR SERVICE!

Locate the hangar serviceman on the lower corner of the bridge in the Zohar hangar. Speak to him and agree to exchange email addresses with him to receive bonus emails later! If you do not speak to the serviceman, you will not receive valuable investment emails nor any of the bonus Namco emails.



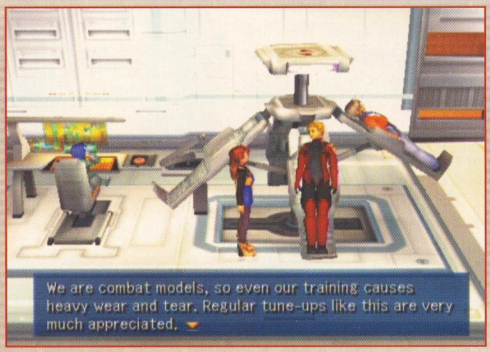
REALIAN MAINTENANCE

Keep heading up to the bow of the ship until Allen catches up to Shion. The good-hearted Chief must take a detour over to the Realian lab to help get the maintenance of the artificial human soldiers back on track. Continue heading up the corridor past the junction in order to retrieve the **Maintenance Data** from Shion's quarters. Return to the intersection and head toward the Realian infirmary on the port side.



Feel free to torture the poor guard by enclosing him inside the bulkhead seals just below Shion's quarters.

After Shion meets with Lieutenant Caspase in the Realian infirmary, speak to every single Realian on the service beds around the room. Use the radar to help you locate anyone that might be on the sides of the service stations who may be difficult to see. Soon after speaking to all of them, the unpleasant Lieutenant Virgil pays a visit to the lab. The door Shion came through becomes blocked off, so exit through the nearest door and continue up toward the fore of the ship.

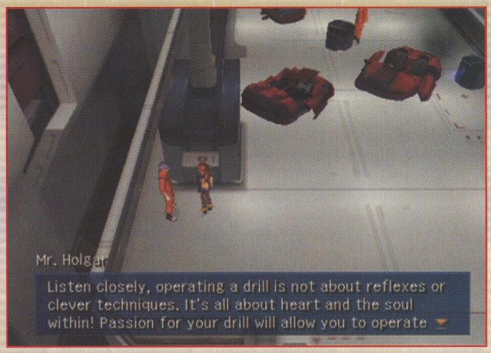


SECURITY ALERT EMAIL

Leave the Realian infirmary, and return immediately. Head toward the starboard door and Shion will receive an email from Vector N.S.S. describing the actions of a hacker. Reply that you will assist them in the investigation. It could be worth a hefty reward!

MR. HOLGAR'S DRILLING CLASS

Although it's possible to cross the next area in spite of the debris covering the bridge, speak to the man on the left next to the drilling device. Mr. Holgar, or "Mr. Driller" as he prefers to be called, explains to Shion the possibility of removing the wreckage through demolition using the drill device.

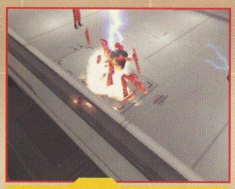


Press the R2 button a few times to get used to the preset camera positions. The left analog stick allows for small adjustments to the camera as needed. Move the camera into a position directly over the bridge, looking down on the wreckage. Press and hold ■ to make the drill move along the bridge until the ballast is over the target object.

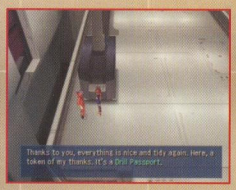
At this point, you should move the camera to a position behind Shion, parallel to the bridge. Press and hold ■ again, this time to move the drill bit along the ballast to a position over a piece of wreckage. When ■ is released, the drill bit descends to the ground and destroys the object below.

1. Use the top-down camera angle to position the arm.

2. Switch cameras to this angle, and move the drill bit along the arm to a position over the wreckage.



3. When ■ is released, the drill descends and destroys whatever is below. Repeat to remove all the wreckage.



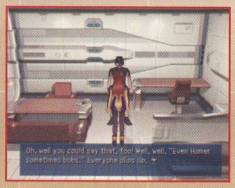
For attempting to learn the passion for drilling, Mr. Holgar gives Shion the **Drill Passport**. This item opens a drilling mini-game, as described in **PART III: APPENDICES**. If the drill bit missed one or more times, then Mr. Holgar also rewards Shion with a **Med Kit**. If you managed to hit every piece of wreckage on the first try, the prize is a **Med Kit S**.

DATABASE OPERATIONAL

Moving north from the drillmaster's position, Shion receives an email containing the Database Plug-in. This allows you to reference terminology from the game, and also to review the types of Gnosis defeated thus far. Enemy statistics can also be reviewed, after Shion has cast her Analyze Ether upon them.

CORRIDOR 3

Continuing toward the fore of the ship from the drilling area, enter the first door on the left to find a save point inside the crew quarters of a very strange person.

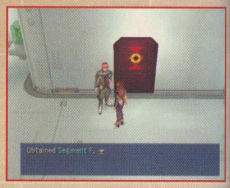


SECRET EMAIL!

Step into the lounge area across from the map, and Shion will receive a secret email from her friend Miyuki. Reply to this email immediately, and agree to help in the research for a powerful attack-all weapon for KOS-MOS. You won't be disappointed in Miyuki's results!

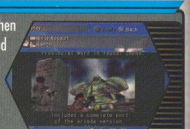
SERGEANT SWAINE, SEGMENT ADDRESS EXPERT

Proceeding into Corridor 4, the next section toward the fore, Shion is greeted by Sgt. Swaine. After he explains the red doors found in various locations, he turns over the **Segment File**. Use this item in the Special Items Menu, and track the locations of all the Segment Addresses and Decoders found thus far, as well as which red doors have already been unlocked. Sgt. Swaine is standing beside Segment Address No.7.



NAMCO ANNOUNCEMENT

If you spoke to the mechanic in the Zohar hangar, then after speaking with Sgt. Swaine and examining the red door beside him move toward the starboard door to trigger receipt of a secret email from Namco.



PILOT TAG

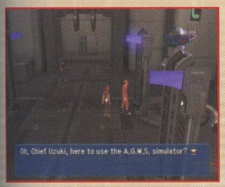
Although the elevator to the bridge is just past Sgt. Swaine's position, continue toward the fore and speak to the two A.G.W.S. pilots on the left side of the corridor. They challenge Shion to a little game of tag. When the pilot says "Ya ready? Here we go!" press upward on the left analog stick and run toward the fore of the ship. Lead the pilots around the square obstruction in the wide area at the top of the corridor, then head back toward the aft. When you touch the item at the end of the corridor, the pilots congratulate Shion on her prowess. Winning the tag game repeatedly, you can claim three separate **Med Kits**.

NOT JUST A GAME!

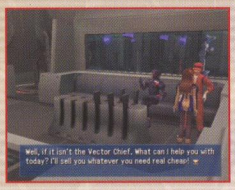
The strategy for beating the pilots in the tag game is also a valid way to evade enemies in this section of the ship, if the need should arise.

THE A.G.W.S. HANGAR

Visit the A.G.W.S. hangar at the top of the port side corridor. Speaking to one of the technicians near the back of the hangar enables Shion to fight the Drone SPX again, using her VX-10000. Through the simulator, Shion can attain real EXP, T.Pts and S.Pts, plus combat prizes. Just don't allow the VX-10000 to drop too far in HP, because the damage sustained by the mech is also real.



In the sitting area on the right side of the room is a vendor who sells items and equipment. Although your funds should be pretty low at this early stage of the game, it doesn't hurt to stock up on recovery items rather than wish you had. Invest in a couple of Escape Packs and Bio Spheres, since these items are in short supply in the early stages of the game.



SHOP LIST: WOGLINDE A.G.W.S. HANGAR

ITEMS

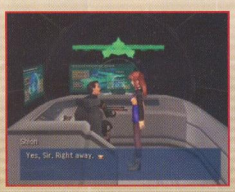
LIST	NORMAL PRICE
Med Kit	20 G
Ether Pack	40 G
Escape Pack	20 G
Bio Sphere	120 G
Revive	60 G

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Uniform	100 G
Protector	80 G

REPORT TO THE BRIDGE

Although there are other interesting features of the ship to explore and discover, those areas are covered as needed later. Return to the elevator and ascend to the Bridge. Speak to Captain Moriyama at the helm to present the KOS-MOS data to Cherenkov and the Captain. Afterwards, return to the elevator and descend to the lower level.



MIYUKI'S REPLY

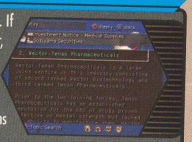
Having received the secret mail from Miyuki in Corridor 3, and replied favorably, Miyuki sends another email as Shion is leaving the lower deck of the Bridge. To obtain the **Sprinkle Plug-in** module from the message, exit the reading screen, and select Miyuki's message again to bring up the menu. The "Download" option saves the Plug-in on the Connection Gear.

A PACKAGE FOR SHION

After finally reporting to the Bridge, an announcement should occur when Shion returns to the corridors. Head back to the A.G.W.S. Hangar on the port side of the ship and speak to the person sitting at the front desk. Shion receives the **M.W.S.** weapon that she used in the KOS-MOS simulator, and she is automatically equipped with it.

INVESTMENT OPPORTUNITY

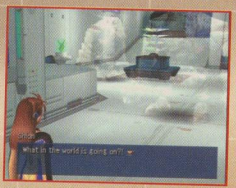
Return to Corridor 5, where the holographic plants are. If you signed up with the mechanic in the Zohar Hanger, Shion receives an extra email detailing a small investment for 500 G. If you have this amount, by all means reply and invest. You receive 10% off any consumable item at any shop, plus a present of items depending on which company you invest your money.



ADDITIONAL ADVERTISING

If you received the previous Namco announcement, return to the KOS-MOS lab and move toward the port side of the room to receive another advertisement.

GNOSIS ATTACK!



Enter any combination of attack commands, and the event-driven battle will end.

Return to Shion's quarters on the starboard side of the ship. After a few events, choose the option to "take a catnap". After some funny dreams and a malfunction in the KOS-MOS system, the ship becomes infested with semi-transparent Gnosis. The partition doors below Shion's quarters are closed, so head to the fore and engage the closest enemy.

During the battle Shion realizes that it is futile to fight enemies that can't receive damage, and the battle event ends. Now that Shion has learned that the Gnosis are invincible, you must find ways to avoid the Gnosis in all areas while trying to navigate the long way around the ship to the KOS-MOS lab.

DON'T GET CAUGHT!

Avoid contact with the Gnosis in their ethereal forms at all costs. If Shion comes in contact with a Gnosis, she enters a battle that cannot be won. On the ghostly alien's first turn, Shion will be hit for more than 8,000 HP damage. That's not a battle you can win!

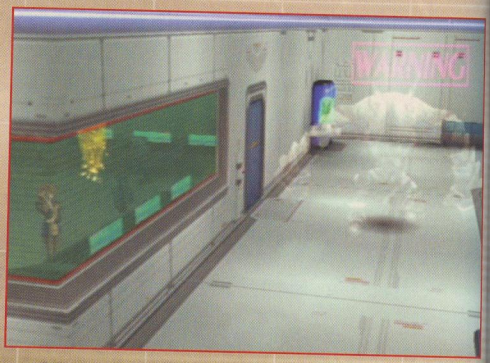
OUTMANEUVER THE MONSTERS

After dropping some explosive canisters on the first group of ghostly aliens, run toward starboard past the elevator. A Gnosis begins pursuit almost immediately. Keep running toward the right side of the screen, past the partition door. Hit the red switch on the other side before the Gnosis gets through, and it is sealed on the other side.

If you fail to shut the partition in time, there is a small room nearby where Shion can hide until the monster loses interest.

Continue up the corridor toward the fore of the ship. Another Gnosis blocks off the hallway ahead. Run forward and divert to the right, just as the monster notices Shion and advances. Press the button on the console to activate a hologram on the opposite wall. While the Gnosis is distracted, continue up the hallway.

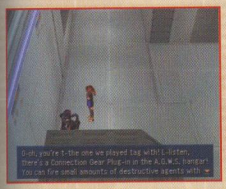
Head past the dying woman and examine Segment Address No. 16. Around the corner, a Gnosis starts to chase Shion. Duck into the small control room and watch through the window as the alien storms past. Now the corridor is clear to continue. Be sure to use the save point inside the control room before exiting.



THE AIRLOCK

After a short event, continue through the corridor toward the port side of the starship. There is a Gnosis guarding the corridor ahead. Move inward and climb the ladder against the back wall. Press the button on the control panel to open the hatch, and the Gnosis is sucked into a cold death in space.

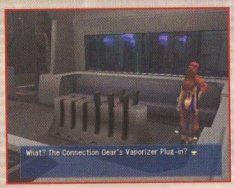
VAPORIZER PLUG-IN



The debris of a large vehicle blocks the port side corridor leading back towards the aft side of the ship. Speak to the cowering A.G.W.S. pilot against the left wall for a clue on how to proceed.

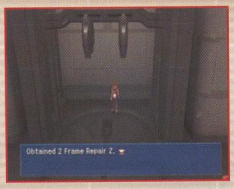
The area in front of the A.G.W.S. Hangar entrance is strewn with debris. Two Gnosis are protecting an item box among the wreckage. To obtain the items, first move to the left side of the screen and bait the Gnosis into destroying the crate. With that done, quickly run around the debris and stand above the electromagnetic net. One of the Gnosis moves toward the net and becomes trapped in the device. Repeat this baiting tactic with the other Gnosis and electromagnetic net. Now Shion is free to run behind the debris and collect **200 G** and **2 Veil**.

Enter the A.G.W.S. Hangar and speak to the salesman on the right side of the room to receive the **Vaporizer Plug-in**. Shion may now resume destroying environmental objects by pressing ■ when the object is targeted with a blue lock-on icon.

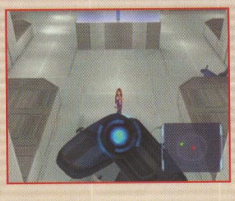


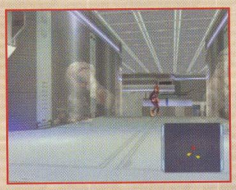
BACK WITH A BLAST

With the Vaporizer Plug-in attached to your Connection Gear, move to the top of the A.G.W.S. hangar and shoot the control panel in the small niche to obtain **2 Frame Repair Z**. Obliterate the two crates to the left for **2 Frame Repair A** and an **Escape Pack**.

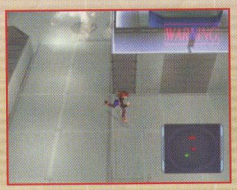


Leave the hangar and destroy the two crates on the ledge above the airlock to receive a **Revive DX** and **200 G**. Then shoot the car wreckage at the bottom of the corridor and proceed toward the aft.



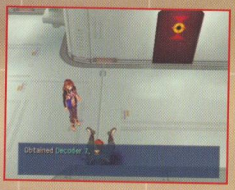


Gnosis enemies emerge in the corridor before Shion. Much like the tag game with the two A.G.W.S. pilots in this corridor previously, lead the aliens around the large obstacle in the wider area at the top of the passage. Then head toward the ship's aft, and keep running until the two lose interest and stop chasing.



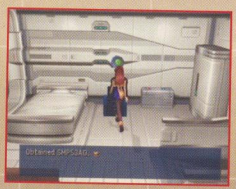
FALLEN FRIEND

Shion's comrade Sgt. Swaine hasn't fared so well during the invasion, but he remains alive long enough to hand over **Decoder 7**. Use this on the Segment Address door across from the dead man. Inside a small and strange corridor is an item box containing the **Robot Part Right Arm**. Further details on the use of this item are contained in **PART III: APPENDICES**. Exit the red door and blast the centerpiece in the area to find a **Bio Sphere**. Destroy the plant specimen in the upper corner of the room to obtain an **Ether Pack**, then head through the doors at the bottom of the corridor.



LAST STAND IN CORRIDOR 3

After Shion has a near-fatal encounter with Lt. Virgil's men in Corridor 3, search the dead body for the **Crewman's Key**. The key opens the living quarters nearby, wherein is contained an item box holding the **SMP53AG**. This missile launcher proves useful once Shion regains the ability to use an A.G.W.S. in combat. Make good use of the save point in the crewman's quarters next door, and continue toward the aft.



CYCLOPS

HP	WEAK VS.	ITEM	RARE ITEM
560	Lightning	SMG99AG	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL
20	11	21	12	20	8	6

EXP	G	T.PTS	E.PTS	S.PTS
560	800	30	16	24

This Gnosis/A.G.W.S. hybrid is easy as long as you don't make a fatal mistake; a series of Ether-based attacks triggers the Cyclops to Boost, and it will also use a "Spread Beam" attack that damages the whole party at once. Each time you make this mistake, the Spread Beam becomes more powerful.

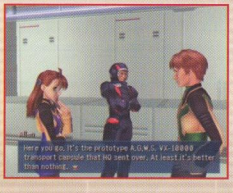
The key is to avoid using Ether-based attacks and Tech Attacks, which are usually linked to ▲. Although Shion's physical attacks are weak, she can finish a combo with the Lightning Blast and not invoke the wrath of the Spread Beam. Likewise, KOS-MOS can safely use the R•BLADE attack, but not R•CANNON. Use one of KOS-MOS' turns to cast Mode A7 on herself, and the android will cause severe damage on every turn thereafter.

On the first turn, command everyone to Guard, including Virgil. Then carefully unleash ■■● combos on the next round. If the party needs to be healed, let Virgil use a Med Kit on the whole party at once in W-Item fashion, using ▲ when he has 6 AP. But if you stick to the physical combos and avoid incurring the Spread Beam attack, the Cyclops will do nothing more than minimal damage to the party and reduce physical defense.

TWO-FISTED FURY

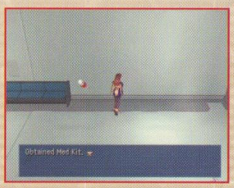
The award for the Cyclops boss fight is a second SMG99AG. If you equip one of these submachine guns in each hand of the VX-10000, the A.G.W.S. becomes able to perform the double-power W-ACT attack whenever the mech is used in combat and has 6 AP at the start of its turn. Right now, this is the most powerful assault available!

FULLY ASSEMBLED

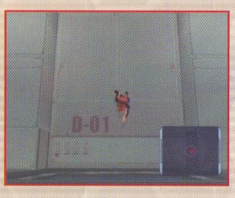


Following the confrontation with the mutant Cyclops, Allen gives Shion the A.G.W.S. capsule. From now on, Shion can bring the VX-10000 into battle if things look grim. After KOS-MOS' use of the Hilbert Effect, all Gnosis enemies onboard the Woglinde can be defeated. Lt. Virgil remains in the party and can be commanded to fight, and he will gain levels. However he cannot be re-equipped, his skill points cannot be used, and he does not have any 6AP Tech Attacks.

Now it is safe to explore the forward portion of the ship again, and to collect the items marked on the maps. Most are contained inside of environmental objects that must be destroyed. More red and yellow canisters have been placed throughout the ship. Use them to stop or slow down the Gnosis while you get away, or inflict battle impairments so as to win battles more easily.



Heading to the starboard side, Shion eyes the control room nearby. Go inside and press the red switch to open the partition doors. Then you can return to Shion's quarters and rest anytime during your hunt for items and combat experience. When you have gathered everything you desire, head toward the cargo hold on the aft deck where the Zohar is held.



MINOTAUR

HP	WEAK VS.	ITEM	RARE ITEM
920	Beam	Skill Upgrade S	Skill Upgrade Z

STR	VIT	EATK	EDEF	DEX	EVA	AGL
20	12	20	15	26	8	6

EXP	G	T.PTS	E.PTS	S.PTS
720	0	42	30	12

SKY FISH (X2)

HP	WEAK VS.	ITEM	RARE ITEM
240	Pierce	Escape Pack	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL
25	11	18	11	18	18	7

EXP	G	T.PTS	E.PTS	S.PTS
150	0	3	6	2

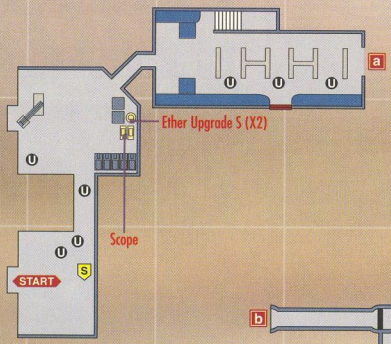
The Sky Fish tend to attack swiftly and frequently, so eliminating them is the first order of business. Guard one turn, then perform Tech attacks Spell Ray and R•CANNON against them on the next. Because the Sky Fish are airborne, only far-range attacks and Tech Attacks are possible. The battle ends automatically when the Minotaur is defeated. Do not finish the battle without first eliminating the two Sky Fish, or you're denying the female characters a great EXP bonus!

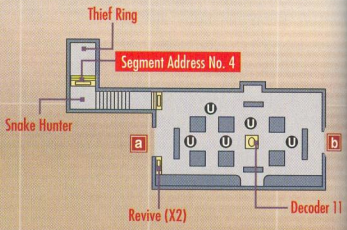
As soon as the two smaller creatures are dispatched, bring the VX-10000 into battle and use a Med Kit S to heal KOS-MOS if needed. Use the Guard command for one turn to build up AP for the next. With two SMG99AG submachine guns equipped on the A.G.W.S., it's possible perform the dual shot W-ACT attack every other round, causing between 250-400 HP damage! An R•CANNON performed by KOS-MOS on a turn with a Hi-Critical event slot causes between 250-300 HP damage. However, if a warning message appears that Minotaur will fire Gravity Pulse on the next round, abandon all strategy and use the Guard command. Gravity Pulse is a terrible attack that devastates both Shion and KOS-MOS, and as much defense as possible is needed to avoid death. Otherwise, keep pounding the airborne nemesis with powerful combos to win the battle.

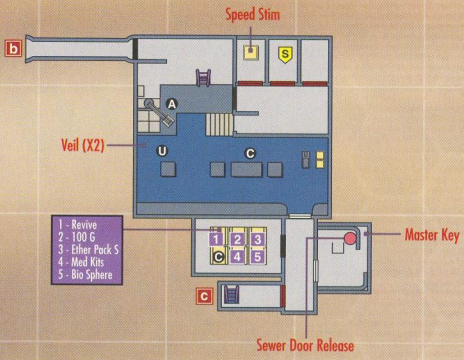
PLEROMA

OBJECTIVES

1. Slip through the docks.
2. Sneak past the patrolling guards.
3. Distract the A.G.W.S.
4. Locate MOMO's cell.
5. Destroy Gardis M1 to reach the Master Key.
6. Rescue the Realian child.
7. Outrun enemies in the sub-level.
8. Turn the Zolfo A against the Mercurio mechs.
9. Duel with Margulis.

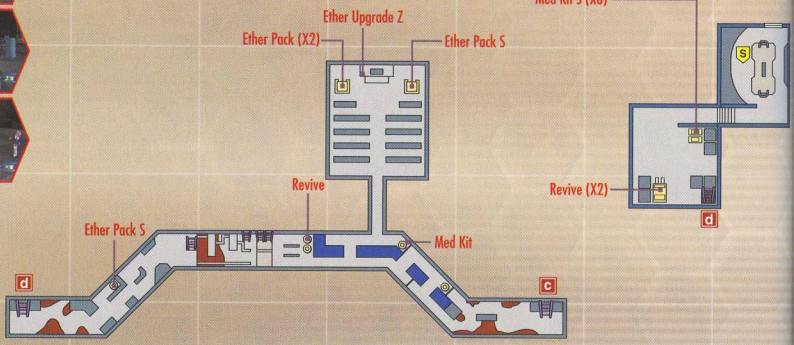






MAP KEY

- A — A.G.W.S.
- C — Cyber Crab
- U — U-TIC Soldier
- S — Save Point
- Destructible Object
- a — Connector



ENEMY DATA

NAME	HP	WEAK VS.	EXP	GOLD	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
U-TIC Soldier A	90	Fire	30	40	2	2	2	Med Kit	Med Kit S
U-TIC Soldier B	120	Fire	40	80	2	2	2	Antidote	-
U-TIC Soldier X	100	Fire	30	40	2	2	2	Med Kit	Med Kit S
Cyber Crab	160	Lightning	50	0	4	0	4	Scrap Iron	-
Mercurio A	640	None	150	200	10	4	6	Med Kit S	-
Gordis F10	60	Lightning	36	0	2	0	2	-	-

ZIGGURAT 8 (ZIGGY)

COMBATANT

Sex:	Male	**Height:**	191cm
Age:	Indeterminate	**Weight:**	Unknown
Occupation:	Combat Cyborg		

The combat cyborg assigned to recover and protect the 100-Series Observational Realian held prisoner by the U-TIC organization on Asteroid Pleroma refers to itself merely as Ziggurat 8, the model number he represents. Upon his death, his body was donated to science. Two years later, he was rebuilt and resurrected as a combat cyborg. He lost all of his human rights upon his death, and now considers himself nothing more than combat equipment. In spite of his cold demeanor and youthful appearance, he is older than most living humans, and wiser for his experiences.

MOMO

COMBATANT

Sex:	Female	**Height:**	141cm
Age:	Simulated age 12	**Weight:**	36kg
Occupation:	100-Series Observational Realian		

A prototype 100-Series Observational Realian which has been taken hostage by the reforming U-TIC Organization for unknown reasons. MOMO is short for Multiple Observative Mimetic Organicus. Unlike most Realians, her emotional patterns are more complex and more human-like. The deceased and discredited scientist Joachim Mizrahi created MOMO. For unknown reasons, her outward appearance is that of a 12-year-old girl. MOMO can emit the Hilbert Effect, and has the ability to detect and reveal the presence of Gnosis. The Subcommittee on Close Encounters has dispatched combat cyborg Ziggurat 8 to recover her.

JULI MIZRAHI

FEDERATION

A board member of the Subcommittee on Close Encounters, also known as the S.O.C.E., Dr. Juli Mizrahi heads investigations into the appearances of the alien scourge called the Gnosis. Based in Federation Capital Fifth Jerusalem, she is the ex-wife of Joachim Mizrahi, creator of MOMO and founder of U-TIC. Although the 100-Series Realian child is registered as her daughter, Juli has secret reasons for wanting the cyborg mercenary Ziggurat 8 to transport MOMO to the Miltian star system, instead of bringing her back to the Federation Capital.

COMMANDER MARGULIS

U-TIC

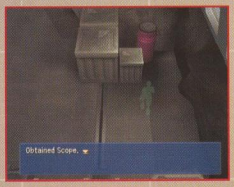
Leader of the resurrected U-TIC Organization, Margulis is a man with a mission. He has some secret involvement in the incident involving the Zohar onboard the Woglinde, and now he is the chief operator in the plot to kidnap MOMO. Margulis commands U-TIC from the base established at the Pleroma station. Stern and ruthless, he seeks to revive U-TIC at any cost of life.

PELLEGRI

U-TIC

This beautiful young woman is Margulis' second in command of U-TIC, although she does not share his knack for cunning nor his grim determination. Pellegri wants to restore the former power of U-TIC, but worries about the cost of life that may be involved.

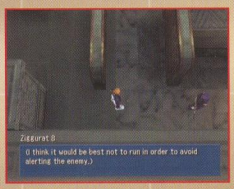
INFILTRATION OP



Ziggurat 8 enters the Pleroma base under the guise of a stealth suit that renders him totally invisible. Use the save point near the landing dock, and head up the ramp. The cyborg mercenary also has a Connection Gear with Vaporizer Plug-in, so destroy objects and obstacles to look for items by pressing ■. Be sure to grab the Scope and the 2 Ether Upgrade S under the command center windows.

GUARD AVOIDANCE

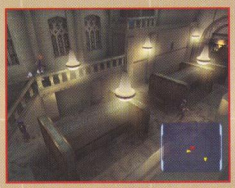
Proceed into the base until Ziggurat 8's stealth suit malfunctions. Now you must use real stealth skills in order to proceed. If a patrolling guard sees or hears Ziggurat 8, they will begin pursuit. Unless Ziggurat 8 loses the guard or exits the area, he must fight a party of U-TIC Soldiers. Because Ziggurat 8 is alone, avoid combat as much as possible.



The U-TIC Soldiers are swift fighters who get to attack as many as two times per turn! This means that Ziggurat 8 could be reduced to 0 HP without even getting a chance!

SNEAKING TIPS

Hold the R2 button while moving through the area, and turn radar on through the Options Menu, if it is not on already. Move to the top of the area and ascend the stairs. From this high vantage point, study the movement patterns of all the patrols in the first area. You might also notice an item box on the ledge above.



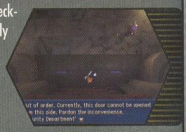
Descending the stairs, wait for the closest guard to turn the top corner of his patrol route and start heading towards starboard. Holding the R2 button, step out and follow him. As long as Ziggurat 8 walks instead of runs, you should have no problem following just a few steps behind the guards along their routes. This is the single best method to get past each and every guard encountered, by following each to the point on their route that is most starboard.

BEAM THEM OUT!

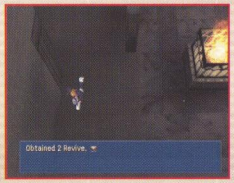
Probably the easiest way for Ziggurat 8 to take out a team of U-TIC Soldiers alone is to use his BMP55SX, which might kill all three soldiers in a single attack! Sacrifice a turn by Guarding or use a weak attack to enable using the BMP55SX on the next turn.

COMMAND CENTER ACCESS BLOCKED!

In the first area where Ziggurat 8 is visible, avoid checking the large double doors in the initial section. Not only is the door sealed for the time being, but also one of the patrols will be instantly alerted!



SECRET AREAS AND ITEMS



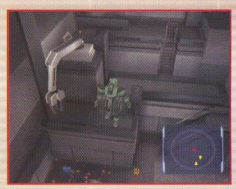
Three destructible objects lay in the second section of the long promenade that is patrolled by U-TIC Soldiers. Be careful not to alert them while shooting an object, to avoid detection. Destroy the bottom stone tablet to reveal 2 **Revive**. Behind the top stone tablet is a secret passage that leads up to the higher platform mentioned previously. The item box contains the **Snake Hunter**, an item that prevents poisoning from "Mustard Bomb" attacks by U-TIC Soldier B enemies. Equip this accessory immediately, just in case you're not so stealthy. There is also a stone tablet behind the item box, which can be destroyed to reveal **Segment Address No. 4**.

In the center of the second section is a statue that can be destroyed to reveal an item box containing **Decoder II**. However, destroying the statue automatically alerts a nearby patrol. It is wiser to go for this item only when there are two or more characters in your party.

ZIGGURAT 8 CHARACTER EDITING NOTES

Because Ziggurat 8 is on a suicide mission to rescue MOMO from the U-TIC Organization, there is no better candidate upon which to use the Ether Upgrade S items which you may have acquired by this point in the game. Survival hinges on avoiding combat until MOMO is rescued, so Ziggurat 8 will not gain the Ether Points required for evolving his default My Guard Ether into Bodyguard and Recharge. Both of these skills make the rescue mission much easier, and they are both mentioned often during the strategies for the bosses at the end of this section. Make survival easier by using every point available to improve Ziggurat 8 as well as MOMO once she is rescued.

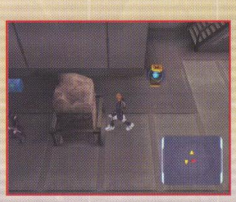
A.G.W.S. DISTRACTION



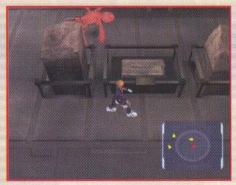
Continue toward the starboard side of the base until Ziggurat 8 spots a green A.G.W.S. Mercurio A unit guarding the bottom of a ladder that the cyborg must descend. If you go down the ladder while the Mercurio is standing at the bottom, Ziggurat 8 must fight the A.G.W.S. and your chances of survival are unlikely. Move to the left and examine the control panel to activate the crane. This causes the machine to destroy some cargo, and knocks an item box to the lowest level. The Mercurio moves to investigate, and Ziggurat 8 is free to climb down the ladder and enter the detention area.

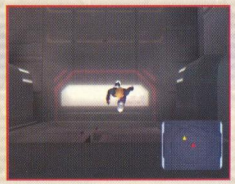
PRISON CELL PROTECTIONS

Upon reaching the prison area, Ziggurat 8 must engage the two guards in a brief battle. Don't worry too much about building AP or using Tech Attacks. The two guards should be easy to defeat with regular strikes. After a brief conversation with MOMO inside her cell, Ziggurat 8 learns that forced entry into the cell isn't possible. The Master Key is required to open MOMO's cell, and the two prison doors beside it. Head down the ramp and descend the stairs to the lowest level.



While the yellow canister at the first corner can be used to invoke the Field Slow/Battle +Critical effect, it is much wiser to wait until the guard turns toward the aft and heads downward on his patrol route. Follow him around his route until you reach the item box dropped from the level above, which contains 2 **Veil**. Get behind the Cyber Crab patrol and move around the ancient obelisks to the bottom door.





MONITORING ROOM GUARDIAN

Leave the yellow canister in the corridor until it is needed. Head left into a small cargo room and blast all the boxes to obtain an **Ether Pack S**, a **Bio Sphere**, a **Med Kit S**, **100 G** and a **Revive**. The crate in the bottom corner on the port side of the room contains a Cyber Crab enemy party. Destroy the box and retreat to the hallway. Use the yellow canister to inflict the Field Slow/Battle +Critical effect on the enemy.

Enter the door on the starboard side of the corridor. Ziggurat 8 spots the Gardis M1 that is protecting the monitor room. Use Med Kits to restore Ziggurat 8 to full health, then head for the enemy.

GARDIS M1

HP	WEAK VS.	ITEM	RARE ITEM
450	Lightning	Med Kit S	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
12	18	20	5	28	14	6	200	0	10	0	8

GARDIS F10

HP	WEAK VS.	ITEM	RARE ITEM
60	Lightning	None	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
4	12	19	6	24	15	6	36	0	2	0	2

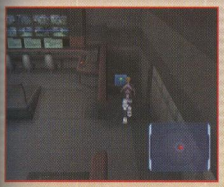
Use the first two turns to build AP and launch Ziggurat 8's ▲▲● Tech Attack, Lightning Fist. While it is unfortunate that the attacks cause the Gardis M1 to summon two Gardis F10s and fire "Mental Incapacitater S" which reduces Ziggurat 8's Ether strength, this combo should still inflict 225-300 HP damage. The battle is half over!

Now Ziggurat 8 must contend with two Gardis F10s as well as the main sentry. Although Ziggurat 8 can destroy the two smaller drones and gain additional EXP, new ones will reappear beside the M1 after only two turns. This wasting of turns to eliminate the agile F10s will cause you to lose the slight advantage you have gained by this point. Still, allowing both Gardis F10s to remain in the fight is dangerous. Eliminate one Gardis F10, and ignore the other one. The M1 will not summon new F10s unless both are destroyed.

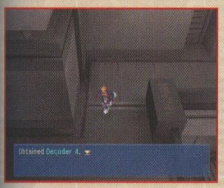
Use a Med Kit S or Recharge to stay alive. Don't worry about removing the EATK Down status abnormality. Just keep hitting the Gardis M1 with Lightning Fist. Destroying the Gardis M1 ends the battle.

MOMO AND THE MERCURIO A

Open the item box at the back of the monitoring room to obtain the **Master Key**. Return carefully to the prison cellblock. Use the Master Key to open the other two cells first. Collect the **Speed Stim** from the first cell, and use the save point in the second. Consider using a Bio Sphere to restore Ziggurat 8 to optimum condition.

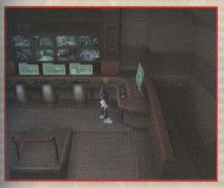


Now that Ziggurat 8 can rely on the ether support of MOMO, as well as use the Bodyguard Ether, it is very easy to engage and defeat the A.G.W.S. Mercurio A that Ziggurat 8 previously distracted with the crane. Use MOMO's Sheep Beam Ether to put the pilot to sleep, then build Ziggurat 8's AP and perform Lightning Fist against it. The battle is worth a **Med Kit S** and **Decoder 4**.



Since the bridge back to the landing dock is blocked off, the duo must find another way back to the Segment Address door.

SEWER SYSTEM CHASE

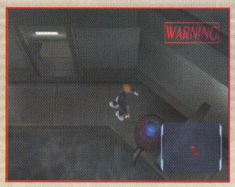


Return to the monitoring room area, and duck inside until the guards pass. Press the red switch on the console near the starboard wall, and the door at the bottom of the corridor will be released. Climb the ladder down to the sewer system.

ZIGGURAT 8 BECOMES "ZIGGY"

MOMO renames Ziggurat 8 with a nickname she is more comfortable with. Although Ziggy himself doesn't seem too pleased with it, this guide respects her wishes and the combat cyborg is called "Ziggy" from this point forward.

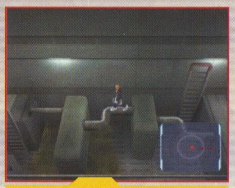
Gardis F10 units float down the shaft and pursue the fleeing duo through the sewer system. Brown sludge covering the floor causes the heroes to move more slowly, and allows the Gardis units to catch up. Even if you destroy both map enemies, two more will soon appear and start to chase Ziggy again. Destroy the object near the doorway to obtain a **Med Kit**, then head up the corridor to the chapel. If the Gardis F10 units were right behind Ziggy, then you might lose them by slipping into the ceremonial area.



To the left of the upside-down cross is an **Ether Upgrade Z**. Blast the two pulpits on either side of the dais to obtain **2 Ether Packs** and an **Ether Pack S**. Returning to the sewers, the next destructible object hides a **Revive**. However, if the Gardis F10 units were previously on your trail, causing a loud explosion reinstates the pursuit.

PITS AND LADDERS

Continuing towards the port side from the cathedral entrance, three deep pits in the hallway might slow you down. Although there are ladders to climb out of the pits, falling into them is a sure way to allow the chasing enemies to catch up. Hold the R2 button and walk carefully across the pipes connecting the three pit areas.



Without falling from the thin pipe, you should be able to cross the pit and keep running from the enemies without problem.

Tucked behind a wall around the corner is a small object which can be destroyed to obtain an **Ether Pack S**. Beyond there, all that remains is to weave between some more sludge and climb the ladder at the end.

HEAL AND PREPARE!

Heading up the ladder at the port end of the sewer system triggers a difficult confrontation. Before grabbing that first rung, use recovery items or Ether to bring Ziggy and MOMO back up to full health and EP. Use the Battle Formation option in the menu to place MOMO directly behind Ziggy, so that she takes less damage and prevents Ziggy from being knocked off the frontline.

ZOLFO A

HP	WEAK VS.	ITEM	RARE ITEM
820	Lightning	None	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
42	19	10	6	20	14	6	200	200	22	50	16

MERCURIO B (X2)

HP	WEAK VS.	ITEM	RARE ITEM
640	None	None	None

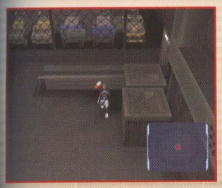
STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
40	18	10	4	16	8	6	150	200	8	10	6

While Ziggy guards on the first turn to build AP, cast MOMO's Sheep Beam to put the two Mercurio B pilots to sleep. Do not cast Sheep Beam on the Zolfo A pilot, it only causes him to Boost and react violently. When sleeping soundly, the two Mercurios are prevented from attacking. Seeing his support team asleep at the wheel, the Zolfo pilot flies off the handle and shoots one of his own subordinates. Keep putting the two Mercurio pilots to sleep, and the Zolfo will spend all of his turns killing his own comrades! That takes care of two enemies...

Ziggy takes all the heat on the frontline. Be sure that MOMO is behind the cyborg, and cast Bodyguard in the first round to boost his defense and strength. Each turn, build Ziggy's AP to 6 and then unleash a powerful Tech Attack against the Zolfo. While the Zolfo is neither weak nor strong against anything, Ziggy's ▲▲● combination certainly works better than anything else does. Keep using Lightning Fist on the Zolfo, and let MOMO worry about healing herself and her guardian.

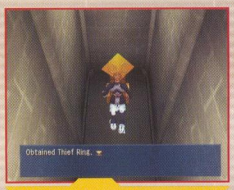
If the Zolfo is hiding behind its massive shield, only the BMP55SX is effective. However, this spread beam attack wakes up the two Mercurios and causes the Zolfo to Boost and retaliate. Only use this attack if the Zolfo is alone. Otherwise if the Zolfo has raised its shield, the recommended action is to Guard or heal until the red mech comes back out to play.

TEAM STEALTH



Destroy the objects inside the A.G.W.S. pen to obtain 2 **Bio Spheres** and 8 **Med Kit S**. All of this will certainly come in handy during the next major battle...

Inside the control room, use a Bio Sphere at the save point and save your game. Exit the double doors at the top of the room and go back into stealth mode. Now that MOMO is available to provide support for Ziggy, it is an opportune time to obtain the Decoder II hidden inside the highly visible center statue mentioned previously, as well as unlocking Segment Address No. 4 at the top of the hidden area to obtain a **Thief Ring**.



MOMO or Ziggy should be wearing the Thief Ring as they enter their next major confrontation.

ONE BAD DUDE!

Once you have obtained all the items in Pleroma, return to the landing dock where Ziggy began his mission. There, MOMO and her new cyborg friend face an enemy tougher than any description can measure. If you have any battles after leaving the command center, consider returning to the save point and using another Bio Sphere to recoup. Again, place MOMO behind Ziggy in the battle formation to protect the Realian as well as to strengthen Ziggy.

MARGULIS

HP	WEAK VS.	ITEM	RARE ITEM
820	None	Red Ring	Purple Ring

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
40	27	30	20	16	18	11	2400	3000	58	60	26

Maintain the formation of the previous battle, with MOMO positioned behind Ziggy. In the combat cyborg's first turn, cast Bodyguard. You must diminish the amount of damage Margulis inflicts every time he attacks, because he can inflict roughly 80-100 HP damage if Ziggy is unprotected. Keep an eye on Ziggy's status bar, and use his next turn to recast Bodyguard as soon as it runs out.

MOMO's only job throughout the battle is to heal Ziggy. If for whatever reason she does not need to heal him, use an Ether Pack or Guard. MOMO needs every point of AP and EP she's got. The worst thing you can do is let her run out of EP, with nothing left to heal Ziggy in an emergency.

On the third or fourth turn, Margulis will attempt "Rune Blade", an attack designed to push Ziggy to the back row. Unless MOMO is positioned behind the cyborg, it will work and Ziggy loses a turn while moving back to the front row.

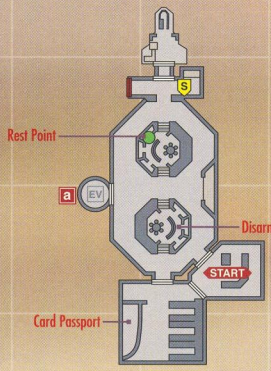
Thereafter, Margulis commences a pattern. He casts a spell that allows him to absorb either Fire-based or Lightning-based attacks for one turn. The effect lasts until the next time the U-TIC Commander attacks. It's important to pay attention to the messages concerning which type of attack he will absorb, or Ziggy's tech attacks could accidentally restore 200-280 HP to the enemy!

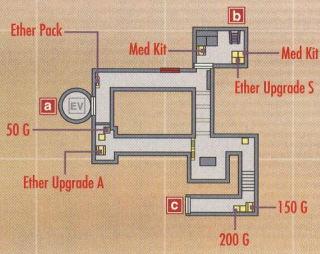
With MOMO's restorative support, Ziggy must fight this battle alone, basically. Use the Speed Stim gained from the prison area to increase Ziggy's number of turns for a short while and gain a small advantage. Start as usual by Guarding for the first turn, and then unleash the combo that is most effective against Margulis, ■■● resulting in Cyber Kick. After Rune Blade is attempted, Guard until Margulis attacks, then command Ziggy to unleash this combo. However, if Margulis is absorbing Fire attacks, perform ▲▲● resulting in Lightning Fist. Although the first two attacks will usually miss due to Margulis' high Ether resistance, at least the final blow will cause some damage. Continue to watch Margulis closely to determine which type of attack he absorbs, and attack him with Ziggy's other Tech Attack. Although the battle ends in stalemate, Ziggy and MOMO still obtain points for surviving this encounter. Although the Red Ring is a great item to receive, with any luck you will receive the rare Purple Ring from Margulis.

ELSA

OBJECTIVES

1. Take the curry to Commander Cherenkov.
2. Report to Captain Matthews on the Bridge.
3. Investigate problems with the catapult.
4. Return to the Bridge.
5. Head down to B2 to greet the new arrivals.
6. Navigate Ziggy and MOMO off the catapult.
7. Fight your way to Hangar 2 and collect new items.
8. Defeat the DOMO Carrier.
9. Show Ziggy and MOMO around the ship.
10. Rest in Cabin 2.

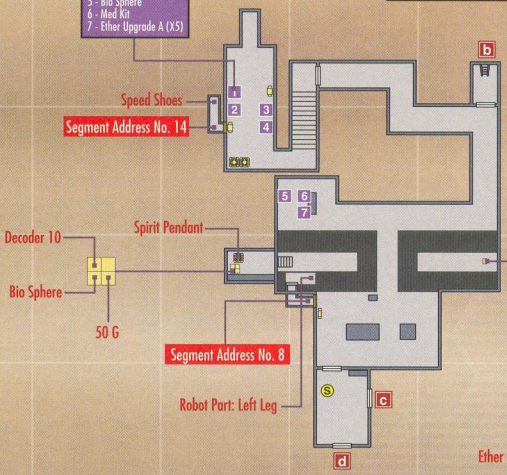


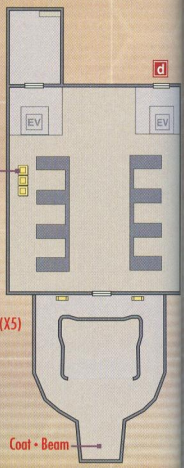


MAP KEY

- S — Save Point
- EV — Elevator
- a — Connector

1 - 150 G
2 - Fiber Suit
3 - 100 G
4 - Ether Upgrade S
5 - Bio Sphere
6 - Med Kit
7 - Ether Upgrade A (X5)





ENEMY DATA

NAME	HP	WEAK VS.	EXP	GOLD	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
DOMO A	150	Lightning	80	0	8	2	4	Scrap Iron	None
DOMO B	150	Lightning	90	0	8	2	4	Scrap Iron	None

CAPTAIN MATTHEWS

ELSA CREW

The gruff and strong-willed captain of the Elsa, owned by the Kukai Foundation, runs a tight schedule. The main reason for his eagerness to scavenge and sell space wreckage is the large amount of debt he owes to various organizations. Unfortunately Matthews has an old-world opinion of females in general, and so he is quite unprepared for the intelligence of Shion and the ruthlessness of KOS-MOS.

chaos

COMBATANT

Sex:	Male	**Height:**	169cm
Age:	Indeterminate	**Weight:**	53kg
Occupation:	Spiritualist		

The mysterious young man introduced onboard the Elsa possesses uncanny powers over the Gnosis, yet his true purpose and age remain unknown. His perpetually tranquil attitude as well as the undeniable veracity of his speech gives the other crewmembers only the vaguest impression of how wise and old this person who calls himself "chaos" truly is. Although his powers seem quite limitless and his knowledge of history is deep, his apparent fear of the scope of his abilities causes chaos to be a humble creature. Through his gentle and kind nature, chaos will make every sacrifice to help the heroes in their quest.

TONY

ELSA CREW

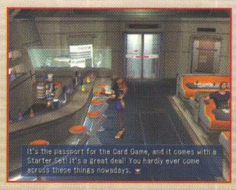
The pilot of the Elsa, Tony considers himself quite the ladies man. His skill in flying through systems as well as columns is practically unequalled in the galaxy. Even trained fighter pilots are no match for Tony's flying prowess. But his cocky attitude can sometimes get the better of him, and he takes risks with the ship that sometimes frighten and anger his crewmates.

HAMMER

ELSA CREW

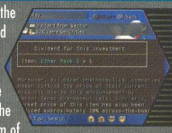
The navigator of the Elsa is a technical wizard. While Tony pushes the Elsa to its limits, Hammer works hard to hold together the nuts and bolts of the vessel. For this reason, the two are often at odds over what is the best method to fly the ship.

TOURING THE ELSA WITH FOOD TO GO



Although Shion is carrying the Commander's dinner tray, you can still interact with the other crewmembers and search the environment. Leave the Galley through the bottom door in order to return to the Restaurant. Speak to the robot behind the counter to receive the **Card Passport**. Now you may play the Xeno Card mini-game by using this item at any save point with an EVS Plate. Further details are listed in PART III: APPENDICES.

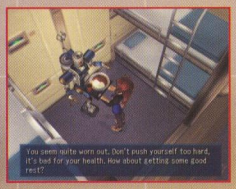
EVS AND INVESTMENT REWARDS

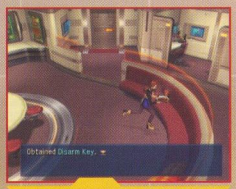


Leaving the Dining Area from either the Restaurant or the Galley, Shion receives the **EVS Plug-in**. If you received an invitation to invest in one of three companies, and sent 500 G to a company, then move up toward the bridge along the starboard side of the area outside the cabins. Shion receives an email from the company she invested in, and the investment will pay off in the form of items. Be sure to download items gained from this email. If you invested in Hasegawa Biochemical, the dividend is **5 Med Kit S**. If you invested in Vector-Tenan Pharmaceuticals, the reward is **5 Ether Pack S**, and if Dawson Pharmaceuticals was your choice, the payoff is **5 Revives**. Plus, the items at all shops will now be discounted by 10%!

PASSENGER AREA

Stairs lead into two octagonal areas in the middle of the Passenger Area. The one closest to the Bridge is Cabin 1, and the area near the Restaurant is Cabin 2. Speak to the robot near the cots in Cabin 1 to rest and restore HP/EP when needed.





Search this location on the couch in Cabin 2 to find the Disarm Key, an important item to unlock new areas of the Elsa.

ENTRY CORRIDOR AND BRIDGE

Above the Passenger Area is the Entry Corridor. The airlock is on the port side, and a monitor displaying a map of the ship hangs on the wall. On the starboard side of the Entry Corridor are a U.M.N. save point and a U.M.N. shop point. Between these two points is the entrance to the Bridge, but not much is happening there at this time.

DISCOUNTED MERCHANDISE

Thanks to the possible benefits of the aforementioned investment, items at the shop may be discounted by 10%, but only if 500 G was previously invested in a medical corporation.

SHOP LIST: ELSA ENTRY CORRIDOR

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Ether Pack	40 G	36 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Metal Wear	200 G
Fiber Suit	320 G
D Unit V2	400 G
Metal Helmet	100 G
Protector	80 G

CARDS

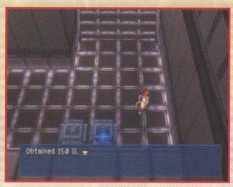
LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G

CARGO HOLD ITEMS

Step inside the elevator on the port side of the Passenger Area, and descend to B1. Just above the lift, use the Vaporizer Plug-in to destroy the panel and reveal an **Ether Pack**. Against the starboard wall is an emergency switch to close the partition doors below, but this is not something to worry about at the moment.

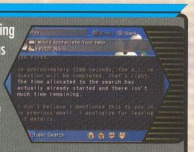
Head into the forward area and destroy boxes to obtain a **Med Kit**, 2 **Ether Upgrade S** and another **Med Kit**. The ladder nearby is one of two ways to head down to B2, just keep it in mind for the time being.

Move through the open partition doors and destroy the two panels just to the left. Inside a short hidden corridor, shoot the boxes to reveal an **Ether Upgrade A** and **50 G**. Head toward the stairs on the starboard side of the hold, descend and shoot the two boxes to obtain **150 G** and **200 G**. Enter the doors in this submerged area to reach level B2.



VECTOR N.S.S. FOLLOW-UP

If you received and replied to a previous email regarding a hacker, Vector N.S.S. sends a follow up message just as Shion is walking past the sealed cargo bay doors just above the elevator. If Shion agreed to help catch the hacker, the note will contain instructions on how to proceed.



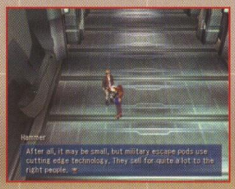
THE SLIDE DECK

Shion meets chaos in the B2 lounge area, and there is a U.M.N. save point nearby. First exit through the top door of this area to reach the slide deck. Obliterate the two large computers to the left of the slide deck to reveal Segment Address No.8. Use the Disarm Key obtained in Cabin 2 on 1F to access the two side bridges in this area. The right deck leads to a box you can destroy for **200 G**. The left deck leads downstairs to the bottom area of the catapult, where many crates can be destroyed to obtain **50 G**, a **Spirit Pendant**, a **Bio Sphere**, and an item box containing **Decoder 10**.

Return to the slide deck and head toward the fore. Divert to the port wall to find four more crates. Destroy these to reveal **5 Ether Upgrade A**, a **Med Kit** and a **Bio Sphere**.

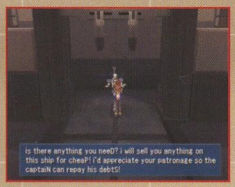
THE CATAPULT

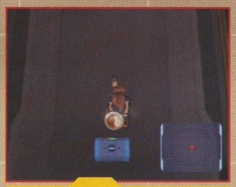
Hammer is milling around the Catapult Area, if you wish to speak to him and learn the trade of deep space scavenging. Destroy the six hatches along the side walls to reveal **Segment Address No. 14**, an **Ether Upgrade S**, **100 G**, **150 G**, and a **Fiber Suit**.



A.G.W.S. HANGAR

The Commander's meal is still steaming! Hurry across the slide deck and the B2 lounge to the A.G.W.S. Hangar. Ride the lift to the area below and speak to the nearest robot for a clue about the location of the Disarm Key (if not located yet). The robot at the top of the area seems to have a speech impediment, but it graciously sells equipment and upgrades for Shion's VX-10000, along with card game supplies. Shion's and chaos' mechs are visible in the hangar bays. Along the port-side wall are three crates, of which the top contains **5 Ether Upgrade A**.





Enter Hangar 2 below the A.G.W.S. Hangar, and move to the very bottom of the area to find this item box containing a Coat•Beam.

A.G.W.S. SHOP BASICS

The "Buy" and "Sell" Options enable you to purchase and market your A.G.W.S. armaments and accessories, as well as card game supplies or whatever else is being sold. Prices may be affected by a certain investment opportunity that should arise during your excursions through the Elsa, so don't be too hasty to buy the big guns.

The "A.G.W.S. Tuning" Option opens a submenu, wherein you can purchase the upgrades that this particular mech shop has to offer. Purchasing a better frame increases the number of FHP, which is strongly recommended before the next boss fight! New generators improve the DPOW of an A.G.W.S. Once the frames and generators have been upgraded, use the Restore FHP Option to bring the VX-10000 back up to full HP for as little as 100 G.

RISING A.G.W.S. DEPENDENCY!

Be certain to take this opportunity to upgrade the frame and generator of Shion's VX-10000, and restore the FHP of the A.G.W.S. too. An upcoming battle is entirely dependent upon improving and repairing Shion's mechanized armor.

SHOP LIST: ELSA A.G.W.S. HANGAR

WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
SWD21AG	320 G	288 G
SWD34VX	320 G	288 G
LG10AG	520 G	468 G
LG24VX	620 G	558 G
SMG99AG	440 G	396 G
SMG32VX	660 G	594 G
BMP45VX	680 G	612 G
SMP53AG	480 G	432 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE
Auxiliary Armor A	100 G
EF Circuit A	200 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G

FRAME

LIST	NORMAL PRICE
VX01-F02	800 G

GENERATOR

LIST	NORMAL PRICE
VX01-G02	1200G

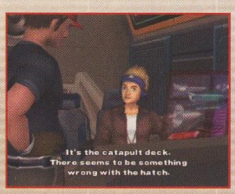
BRIDGE SUMMONS

Use the lift on the portside of the A.G.W.S. Hangar to reach the maintenance bay where KOS-MOS is resting. After a few scenes between Shion and Commander Cherenkov, exit the maintenance bay and Captain Matthews calls for Shion over the intercom.

Tony is pacing around the A.G.W.S. Hangar, looking for the Hazardous Area Map. Agree to help him find it before heading off to the bridge.

CRITICAL ERRAND

Report to the Bridge, where "The Great Matthews" and Hammer are discussing a possible fault in the systems of the catapult deck. Shion agrees to go check out the fault and report.



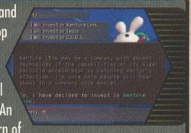
If you previously spoke to Tony in the A.G.W.S. Hangar, then speak to Matthews to obtain the Hazardous Area Map.

FALL & WINTER FASHIONS!

Receive an extra email by returning to Cabin 2 on 1F, and touch the top end of the round table.

LARGER INVESTMENTS

Leaving the Bridge after speaking to Matthews and Hammer, move toward the U.M.N. save point and shop in the Entry Corridor. Shion receives an email asking her to invest in one of three securities for 1000 G. If you do not reply to this email soon, the opportunity will expire. The choices are Venture Link, Tesla or C.U.D.C. An investment in Venture Link eventually results in a return of 4000 G plus 10% off all A.G.W.S. armaments, and triggers a chain of emails which could result in receipt of a good weapon for KOS-MOS. Investing in Tesla returns 6000 G, and contributing to C.U.D.C. results in receiving only 2 Speed Stims.



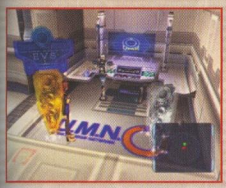
KAZUYA CALLS

A bonus email from Kazuya of *Tekken 4* fame can be received by returning to the Restaurant and moving to the middle of the room.

REWARDS FOR ASSISTING TONY

After speaking to Tony in the A.G.W.S. Hangar then receiving the Hazardous Area Map from Captain Matthews, return to the hangar and speak to Tony again. Relieved to locate the map, Tony rewards Shion with a **Med Kit DX**. Just be sure to give the map to Tony before checking the catapult, or the pilot returns to the Bridge and the opportunity is lost!

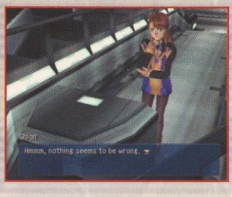
EVS PLATE



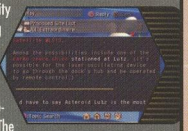
Check out the save point on the starboard side of the Entry Corridor. The EVS Plate now attached to the top of the U.M.N. gold plate means that the EVS Plug-in could be used in the U.M.N. Menu. To access previously visited areas, open the menu, choose "U.M.N.", select "EVS", and pick the location you wish to revisit. However, at this point Shion is alone in the party and survival will be difficult.

CATAPULT CHECK

When finished responding to investment emails and clearing up Tony's troubles, go back to the catapult deck and check the control panel in the narrow area at the top end. Since the deck appears to be functioning normally, return to the Bridge to set off an exciting chain of events.

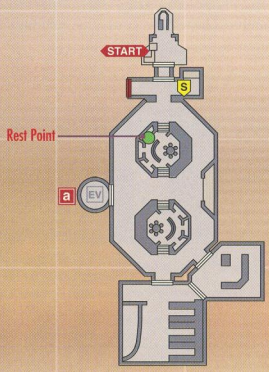


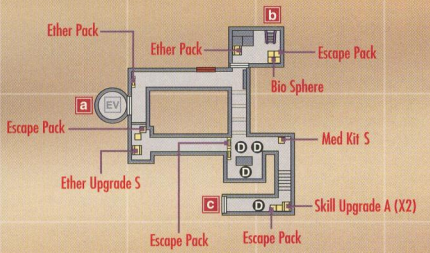
HACKER TRACKING

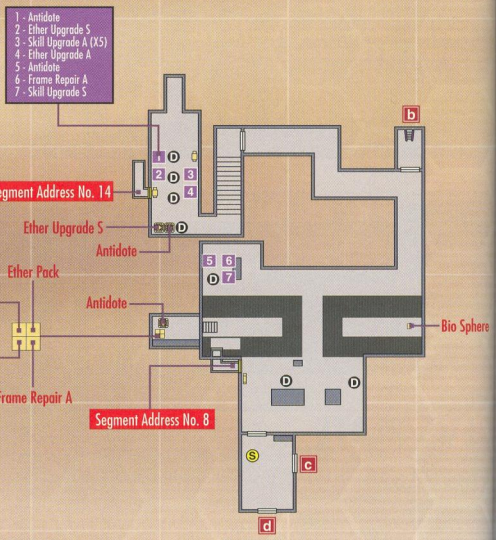


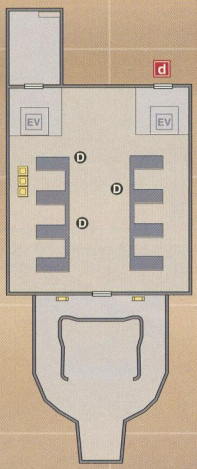
If Shion agreed to be part of the Vector N.S.S. security investigation, she receives an email while returning through the catapult deck toward the entrance. Shion and her "A.I. Extraordinaire" use the code in the email to attempt a trace, but the hacker logs off too soon. The A.I. program sends a second email soon thereafter, detailing three possible locations of the hacker. The reply to this email will be sent to Vector N.S.S. As Shion's A.I. suggests, the "Cargo Ship Seems Suspicious" reply is the correct answer. Send this response off immediately.

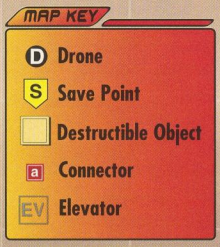
ELSA MAPS: U-TIC INVASION









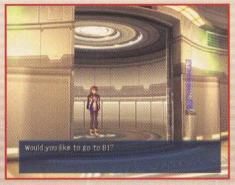


ITEMS REPLENISHED!

During the invasion of U-TIC Auto-Tech terminals, new items appear throughout the cargo holds of the ship, levels B1-B3. However, these items will only be available while the excitement lasts, so be sure to collect them all before defeating the DOMO Carrier boss! After the boss and the enemies are removed from the ship, the maps revert back to the previous item set.

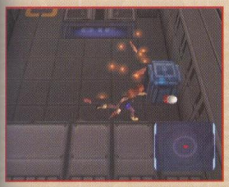
THE JOURNEY THE CREW MADE

Following the crash-landing of Ziggy and MOMO onboard the Elsa, exit the Bridge and save your game at the nearby U.M.N. save point. Take the elevator back to B1, and destroy the panel just above the elevator to obtain an **Ether Pack**.



Move starboard, and Shion activates the electromagnetic floors in the cargo area. Although the enemies in the aft section of the hold are rooted in place, the partition doors also close and the area becomes accessible only from the B2 lounge area. Shion and her friends must use the ladder at the forward end of the hold to descend to B2 and greet their unexpected guests.

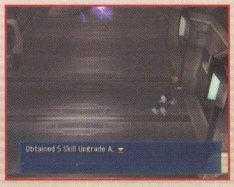
Destroy the boxes near the ladder to receive an **Ether Pack**, a **Bio Sphere** and another **Escape Pack**. Climb down the rungs to B2, and exit to the corridor.



THE JOURNEY THE CYBORG AND REALIAN MADE

Control switches to Ziggy and MOMO. Unlike your previous adventures with these two in Pleroma, keep MOMO on the frontline with her bodyguard. Her Ether and Tech Attacks are extremely effective against both types of DOMO enemies, so build AP and unleash her ■▲● Tech Attack.

Destroy the objects on the catapult deck, including the two oversized crates along the bottom wall, to receive **5 Skill Upgrade A**, an **Ether Upgrade S**, an **Antidote**, an **Ether Upgrade A**, another **Antidote**, and another **Ether Upgrade S**. Exit the catapult deck to join up with Shion and the others.



DOMO PARTY TIPS

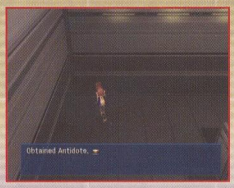
When encountering a group of four or more DOMO enemies, the two in the back row remain inaccessible until the two in front are eliminated. For this reason, attack-all weapons and Tech Attacks such as Ziggy's BMP55SX are more effective when two enemies are in a row, rather than just one. While these Auto-Tech terminals are certainly weak against lightning-based attacks, they are strong against all physical assaults. Avoid using Near attacks and every character should still be very effective.

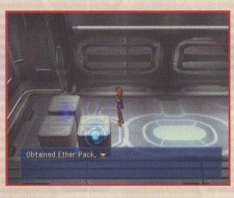
A GOOD TIME FOR EVS

Now that so many characters are available to choose from, it's a pretty good time to return to 1F and use the EVS at the save point. By returning to previous areas now, you should easily have the advantage over weak enemy parties. If you missed any items, this is good time to collect!

RETAKING THE HOLDS

Collect the items inside the containers of the slide deck, and use the yellow and red canisters to effectively bait and trap the enemy units with battle effects. Be sure to descend the stairs to the separated room at the bottom of the catapult and collect the new items there. When finished, head aft to the B2 lounge and use a Bio Sphere at the save point.





THE ELECTROMAGNETIC FLOOR

From the save point on B2, venture through the starboard door into the cargo hold area where the electromagnetic floors are actively holding the DOMO enemies in place. Engaging the enemies is entirely optional, since they cannot chase your party. Destroy the boxes near the B2 entrance to claim an **Escape Pack** and 2 **Skill Upgrade A**.

Proceed upstairs and destroy the lone box at the top to find a **Med Kit S**. Blast the two panels to the left of the frozen DOMO-B enemies near the sealed partition doors to grab an **Escape Pack**, an **Ether Upgrade S** and another **Escape Pack**. Finally, return to the B2 lounge area and save your game.

PREPARATION FOR THE DOMO CARRIER

The best party for the upcoming confrontation should include Shion and chaos, the two characters who can pilot A.G.W.S. The third character is somewhat dispensable, since the battle has a low chance of survival for any other hero. Because Ziggy can heal himself with Recharge and has a lightning-based tech attack, he stands the best chance of surviving and contributing to the battle. Make sure that the characters and A.G.W.S. are at full hit points, and that both mechs are equipped with dual weapons to enable use of the W-ACT command.

PATH TO THE SOURCE

Descend the lift in the A.G.W.S. Hangar. It's important that you enter the boss fight in top shape, so avoid the three enemy units positioned in the hangar. Holding the R2 button and walking in a wide path around each foe, you should easily get through without incident.

The DOMO Carrier, the source of all the enemy units flooding the ship, is located in Hangar 2. When you've prepared adequately for the tough fight to come, run down either ramp and come in contact with the boss.

DOMO CARRIER

HP	WEAK VS.	ITEM	RARE ITEM
1800	Lightning	Anti-Beam Armor	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL
44	27	30	18	15	6	8

EXP	G	T.PTS	E.PTS	S.PTS
4500	0	80	20	40

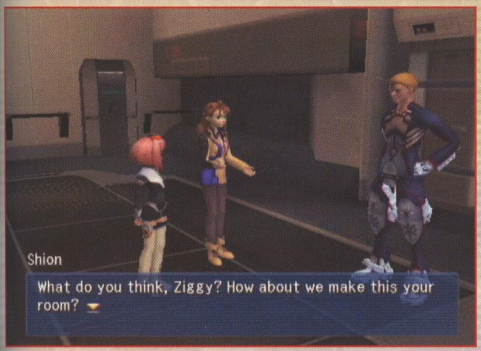
During the first round, the DOMO Carrier analyzes your party's event slot and copies the icon. The best thing that can happen is if it copies a blank icon, or the Special Points Up icon. Both of these seem to provide the DOMO Carrier with no discernable bonus. However, if the Boost Rate Up icon is copied, the boss gets to attack nearly twice as often. If the DOMO Carrier copies the Critical Hit Rate Up icon, then each of its "Tremor P" attacks causes nearly twice as much damage to the entire party at once! Since the DOMO Carrier usually gets one turn randomly placed between all your characters' turns in the first round, the bonus gained by the mech is somewhat random and unpredictable. If you don't like the advantage the boss has gained, you can always reset and try again.

Use the first turn to load Shion and chaos into their A.G.W.S. On the next turn, Guard to build AP. Finally, on the next turn, use the W-ACT command in the menu. With two A.G.W.S. using the W-ACT attack, you should be able to cause a minimum of 500-600 HP damage per round! Since the DOMO Carrier can cause little or no damage to another mechanized armor, repeat this process every two rounds and the battle will be over in no time.

The third character should cast whatever self-protective, defense-increasing Ether they can use. Then Guard as best as possible, and use restorative Ether and items to stay alive. It's important not to give up on the third character, so that they gain EXP, E.Pts, T.Pts and S.Pts just like the rest of the characters in and out of the combat party. Only if the third character is at max HP and 6 AP should they attempt to perform a lightning-based Tech Attack. Otherwise, let the two A.G.W.S. handle this matter.

ZIGGY AND MOMO ON TOUR

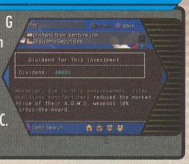
When the Elsa is finally clear of all intruders, Shion is ordered to take the two newcomers on a tour of the Elsa. Initiate short scenes of dialog by entering the Galley, each Passenger Cabin, the Bridge, the B2 Lounge, the A.G.W.S. Hangar, the maintenance bay where KOS-MOS' maintenance bed resides, Hangar 2 at the rear of the ship, and the catapult.



After completing the tour, return to Shion's Cabin for a rest.

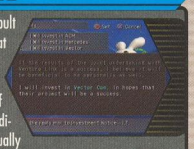
MAJOR PAYOFF!

If you received and replied to the email for a 1000 G investment, your dividends will arrive when Shion moves above the save point in the B2 Lounge. Venture Link investors receive a return of 4000 G plus 10% off all A.G.W.S. armaments. Tesla entrepreneurs receive 6000 G, and folks contributing to C.U.D.C. receive only 2 Speed Stims.



INVESTMENT TRUST SERVICE

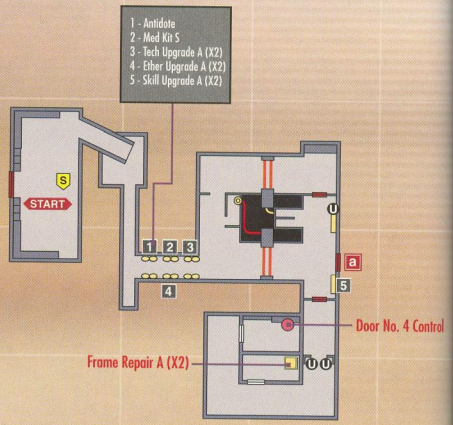
Move toward the control panel at the top of the catapult to trigger receipt of another email from your friends at Sugiyama Securities. Investing in a trust costs 2000 G, and you have a choice between ACM, Mercedes Technologies, and Vector Com. To take advantage of this opportunity, reply and invest in a company immediately or lose the opportunity. Investing in ACM eventually yields 4000 G, Mercedes returns 8000 G, whereas Vector investors receive a valuable U.M.N. Plug-in. ACM and Vector investors also receive 10% off A.G.W.S. accessories. Vector seems to be the best choice, because it continues the chain that results in receipt of a weapon for KOS-MOS.

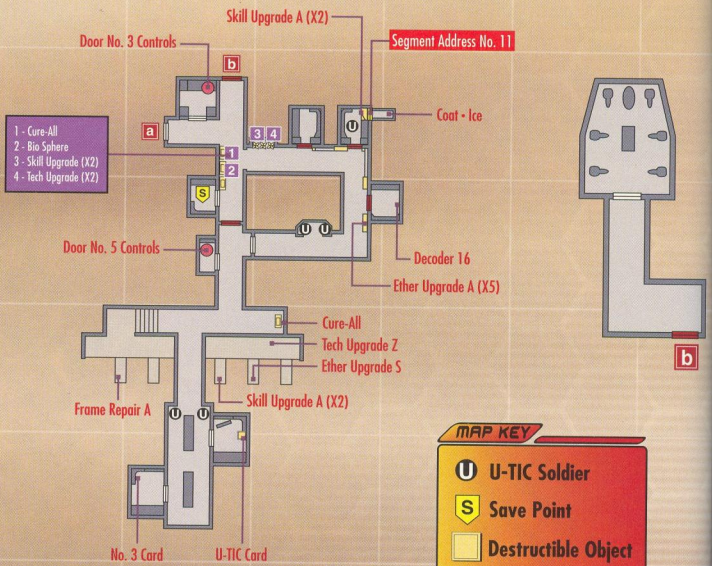


U-TIC BATTLESHIP

OBJECTIVES

1. Enter the captured U-TIC Battleship.
2. Deactivate the security barriers.
3. Open bulkhead door number 4.
4. Eliminate the traps protecting the living quarters' doors.
5. Retrieve Card No. 3 from the office.
6. Open the number 3 bulkhead door.
7. Access the central control panel on the bridge.
8. Outsmart the U-TIC security drone.





MAP KEY

- U — U-TIC Soldier
- S — Save Point
- Destructible Object
- a — Connector

ENEMY DATA

NAME	HP	WEAK VS.	EXP	G	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
U-TIC Soldier A	90	Fire	30	40	2	2	2	Med Kit	Med Kit S
U-TIC Soldier D	120	Fire	50	100	6	2	6	-	Med Kit S
Cyber Crab	160	Lightning	50	0	4	0	4	Scrap Iron	-
Gardis M1	450	Lightning	350	0	10	0	8	Med Kit S	-
Gardis F10	60	Lightning	36	0	2	0	2	-	-
Zolfo B	800	None	200	0	18	4	12	Frame Repair A	Frame Repair Z

JR.

COMBATANT

Sex:	Male	**Height:**	140cm
Age:	12 (in appearance)	**Weight:**	38kg
Occupation:	Co-Founder and Leader of the Kukai Foundation		

The genius and technical wizard known as "Little Master" is the Director of the Kukai Foundation. While he appears to be about 12 years old, he is actually 26. His aging was suspended because of the amount of life energy he expended in order to survive the Miltian Conflict fourteen years ago. Despite his trigger-happy, cocky attitude, Jr. is actually very wise. As a hobby, Jr. collects ancient literature as well as antique weapons.

MARY

GUEST COMBATANT

Although she holds no true rank in the Kukai Foundation organization, Mary functions as Jr.'s second-in-command onboard the Durandal. Everyone in the Foundation respects her and values her opinions in spite of her unofficial affiliation. In fact, many members of the Kukai Foundation have initiated the "Mary & Shelley Fan Club", at the suggestion of Jr. himself. Mary is quite fond of Jr. in spite of his childlike appearance, although rumors tie Mary's affection to Gaignun.

SHELLEY

KUKAI FOUNDATION

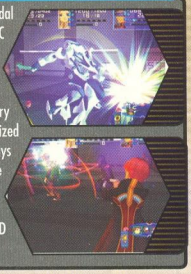
The strikingly beautiful navigator and helmsman of the Durandal, Shelley is rumored to be Gaignun's second girlfriend, and she is idolized by many members of the Kukai Foundation through the "Mary & Shelley Fan Club" as well. Shelley possesses a genius IQ, and is capable of performing and excelling in many complicated tasks while navigating the massive Durandal through the far reaches of space.

INVADING U-TIC

Use the save point in the Durandal's Hangar, then head through the open bulkhead door into the crippled U-TIC Battleship. Head through the corridors of the outer hull area, using Jr.'s Vaporizer Plug-in to obliterate the objects on either side of the second hallway. Collect an **Antidote**, a **Med Kit S**, 2 **Tech Upgrade A**, and 2 **Ether Upgrade A**.

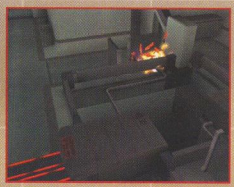
JR.'S ENTOURAGE

Little Master's faithful assistant Mary and a Durandal Soldier accompany him into the captured U-TIC Battleship. Both supporting characters start each battle already inside their A.G.W.S., and so all of your encounters should be easy. Jr. can usually take out a U-TIC soldier in his turn without the need to build AP. Mary and the Soldier should be able to destroy any mechanized enemies encountered. If things get rough, you can always transmit Jr. to his A.G.W.S. as well. Always defeat the next soldier in line to attack. If you can't see the enemy order of turns in the lower right corner of the screen, then prioritize elimination of the U-TIC Soldier D types carrying the grenade launchers.



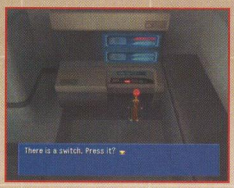
DEACTIVATE THE SECURITY BARRIERS

Moving into the next chamber, Jr. discovers a red laser barricade blocking access to the other side of the room. If you move too close to the beams, an alarm goes off and U-TIC Soldiers in hiding will ambush Little Master. Find the power generator near the forward doorway, and destroy it to deactivate the sensor array.



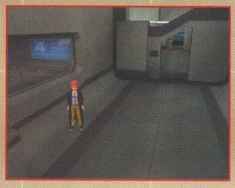
Head through the deactivated barrier, and destroy the wall panel object below the large door marked "4" to obtain 2 **Skill Upgrade A** items. Shooting the wall panel object above the massive bulkhead unleashes an enemy soldier in hiding, and a battle begins. Avoid this if possible.

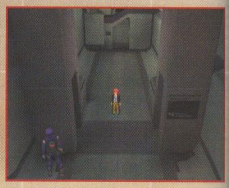
Move toward the small locked door at the top of the area, and head left to destroy the generator for the second laser barrier in the area. Backtrack to the left side of the room, and navigate over to the control room. Press the switch on the panel to open the two small doors on either side of the bulkhead door marked "4".



OPENING CORRIDOR 4

Head through the unlocked door toward the aft of the ship, and move toward the window on the left to peer into a small control room. Continue down the corridor between two alcoves, where U-TIC Soldiers in hiding leap out to attack. After one enemy set is defeated, Jr. will be invisible to the remaining soldier for a moment after returning to the battleship map. Use this brief invisibility to outmaneuver the second enemy set if desired. However, remember that engaging in plenty of battles is the only way to improve your characters, and the foes on the U-TIC Battleship are easy pickings.





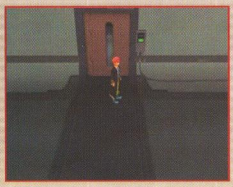
Follow the corridor to the left and enter the first door. Destroy the container in the small storeroom to obtain 2 **Frame Repair A**. Then proceed to the control room at the end, and push the button on the console to open the bulkhead doors marked "4".

SCENE OF BATTLE

Kukai forces are struggling to survive after an apparent sneak attack by U-TIC. The controls to open the bulkhead door marked "3" are inside the nearby control room, but a keycard is required to activate the console. Destroy the objects near the wounded Kukai soldiers to collect a **Bio Sphere** and a **Cure-All**. Through the door just below the wounded soldiers, near the bulkhead door marked "5", is a save point.

TRAPS AND AMBUSHES

Proceed into the corridor just above the wounded Durandal soldiers and destroy the plants along the upper wall to receive 2 **Skill Upgrade A** and 2 **Tech Upgrade A** items. Further down the hallway, sensor devices detect intruders who try to enter the doors. Move past the first door and destroy the control panel. After an electric shock short-circuits the panel, enter the first door. Inside the first living quarters, two Kukai soldiers have captured a U-TIC guard who ambushed them.

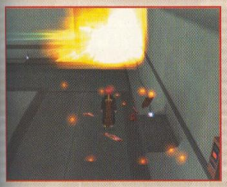


DOOR AMBUSH!

If you attempt to enter either of the booby-trapped doors, U-TIC Soldiers attack. This enemy set is particularly difficult since a Gardis M1 accompanies them, exactly like the boss Ziggy fought at Pleroma. On Jr.'s first turn, transmit him into his A.G.W.S. to avoid the Ether Atk Down effects of its "Mental Incapacitater S" attack. Since a Gardis M1 is worth so much EXP, triggering these traps intentionally is almost worthwhile!

THE ZOLFO PILOT

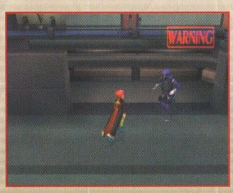
Deactivate the sensor trap on the second door in the area, and enter. A U-TIC A.G.W.S. pilot has been lying in ambush for Little Master. At first, it may seem like you are fighting a single regular soldier. Nevertheless, after his initial HP vanishes he will leap into his Zolfo and attack. Transmit Jr. to his A.G.W.S. as soon as possible, and build up AP to perform W-ACT attacks. Defeating the Zolfo awards either a Frame Repair A or Z, so stumbling into this trap is entirely beneficial.

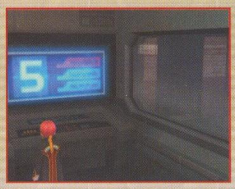


Following your victory, destroy the large object in the corner of the living quarters to reveal 2 **Skill Upgrade A** and **Segment Address No. 11**. Having obtained the proper Decoder in early adventures as other characters, you should be able to open this red door and obtain the **Coat•Ice** from the chest in the extra corridor.

INTO CORRIDOR 6

After visiting the living quarters, continue down the path past a third locked door toward the aft of the ship, and destroy the panel object on the right wall to obtain 5 **Ether Upgrade A** items. Proceeding left past the sitting area, two U-TIC Soldiers will leap out and attempt an ambush. You must defeat one enemy set, but you can avoid the other set if desired.

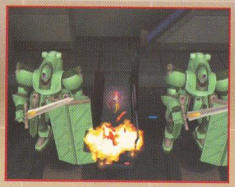




Entering the port side door at the end of the balcony, Jr. finds himself behind the Corridor 5 bulkhead door. Enter the small control room and press the switch on the panel to open the door marked "5". Remember that the living quarters just above door 5 is the location of a save point, in case you need to use a Bio Sphere or save the game.

MERCURIO HANGAR

Head toward the aft of the ship from the number 5 door, into a large A.G.W.S. Hangar. Destroy the object to the right of the doorway to obtain a **Cure-All**, then head left and descend the stairs. Between each A.G.W.S. is a service gantry, and at the end of each gantry is a destructible object hiding an item. Navigate down the row of A.G.W.S. suits, collecting a **Frame Repair A**, 2 **Skill Upgrade A** an **Ether Upgrade S**, and a **Tech Upgrade Z** inside the blue chest in the alcove.



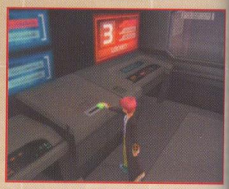
Destroying the object at the end of the starboard gantry triggers an alarm, which brings a U-TIC patrol looking for intruders. You can hide from this soldier by retreating to the previous gantry and waiting until he passes, or take him head-on. When finished with this area, head back up the steps and cross the bridge.

DECODER 16

Return to corridor 5 with the U-TIC Card firmly in grasp. Cyber Crabs now patrol the area, but they are still no challenge for an A.G.W.S. Use the U-TIC Card at the reader beside the locked door, and enter the last remaining living quarters. Inside is a chest containing **Decoder 16**. Although the Woglinde is long gone, you can still use this key by accessing the EVS.

REACHING THE BRIDGE

With both of the keycards in your possession return through the number 5 bulkhead door and enter the control room to the left of the bulkhead door marked "3". Use Card No.3 at the keycard panel, and then press the switch on the second panel to open the final doors. Proceed through the curving hallway to the Bridge.



THE REQUIRED KEYCARDS

U-TIC guards posted on either side of the doorway should spot Jr. immediately. After contending with them, enter the first door on the right to find a robot workshop. Destroy the box in this area to obtain the **U-TIC Card**.

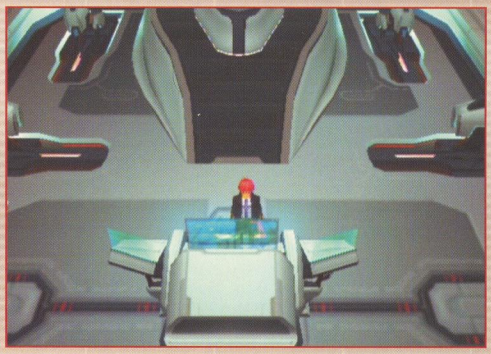
Head across the corridor and enter the door at the end of the wall on the port side. The glittering object on top of the briefcase is **Card No. 3**.

BETTER SAFE THAN SORRY!

On your way to the Bridge after opening door number 3, take a moment to administer Frame Repair A items to Jr.'s VX-7000 suit and restore it to full FHP. Do not repair the frames of Mary or the Durandal Soldier for reasons specified in the following boss fight description.

BRIDGE SECURITY

After Mary and Jr. enter the Bridge, examine the central control panel. Though he may be wise beyond his appearance, Jr. is still impatient and accidentally triggers the security system.



AMBIX

HP	WEAK VS.	ITEM	RARE ITEM
1200	None	Frame Repair Z	B-MAX Circuit

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
42	28	40	8	20	8	8	1800	0	62	16	50

The Bridge guardian of the U-TIC Battleship is not a difficult obstacle, especially against three characters in A.G.W.S. During the first turn, transmit Jr. to his VX-7000, then build AP and launch W-ACT attacks to defeat the foe.

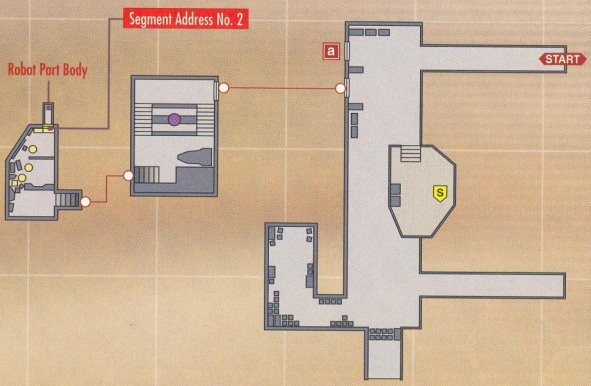
Ambix counter attacks every time unless it is hit with a Slash attack. Each Slash attack reduces the counter attack rate by 25%.

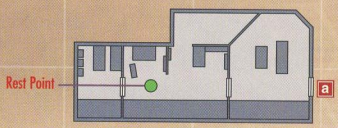
The hidden challenge is to absorb the EXP, E.Pts, T.Pts and S.Pts gained from this battle where they are the most useful. Mary and the Durandal Soldier are not playable characters for the rest of the game, but Jr. is. If you play your cards right, Jr. can absorb enough points through this victory to level up twice! The key is to enter this battle with Mary and the Soldier already at low FHP. Make the two sidekicks perform weak single attacks each turn against Ambix, while Jr. guards and builds AP. Once Ambix eliminates Jr.'s supporting characters, let Jr. unleash W-ACT attacks against Ambix to finish the battle. The Durandal Soldier should fall easily, but Mary usually has a high amount of FHP. Unless she starts this battle at around 500 FHP, this strategy will not work. When Jr. survives the battle alone, there is a higher chance to obtain the B-MAX Circuit rare item from this boss.

DOCK COLONY

OBJECTIVES

1. Find Ziggy on B2 of the Elsa.
2. Exit the airlock to search for Cherenkov.
3. Explore the Dock Colony's shop and clinic.
4. Run to assist the Commander.
5. Tell Captain Matthews to depart.

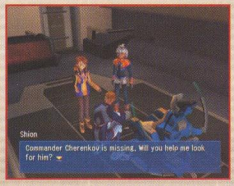




MAP KEY

- S — Save Point
- Destructible Object
- a — Connector

TROUBLED RESPITE



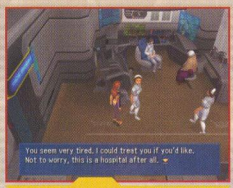
Although the Elsa's brief stop at the Dock Colony should be a restful exercise, it appears that the Commander has wandered off to find some trouble. Shion and chaos cannot find the Commander without Ziggy's help, so head down to find him on B2 of the Elsa. Ziggy is working near the save point, building and attuning his new diagnostics table. Speak to him and he will join the party.

A NEW TECH ATTACK FOR KOS-MOS!

Leaving the bridge, Shion automatically receives an email from Vector. While it is great news that KOS-MOS can now use her fantastic R-DRILL Tech Attack, the increasing strength of the Gnosis mentioned in the letter should be a warning...

THE CLINIC

The Clinic at the Dock Colony serves the medical needs of all the patients in the spaceport. In the lobby stands an interesting device that tells the age, height and weight of each character. You may view the different characteristics of each person, and their sometimes-amusing responses to their own personal traits. Enter the Character submenu and use ■ to change the on-screen character, in order to view all the reactions. You can even return to Dock Colony after other members join the party, and view everyone.



In the patient emergency care room is a nurse who will restore the party to full HP and EP. The other staff is less friendly.

"TALK TO ME"

The Dock Colony shop is the first location where new frame and generator upgrades are available for your A.G.W.S. The store also has a plethora of new weapons and accessories for your characters as well. Try not to leave the Dock Colony without stocking up on everything the shabby spaceport has to offer.

TALKING ABOUT ESSENTIALS

There are some things you must buy during your stay at the Dock Colony in order to continue proceeding through the approaching events with ease. MOMO's new rod is essential, as well as the armors for Ziggy and KOS-MOS. The Guard Pendant will become more valuable than you may realize, so buy two or three of them. Don't miss out on the Armor Protect Unit for A.G.W.S., and buy two if possible. As always, the new frames and generators available for each A.G.W.S. are essential buys. You will have great difficulty proceeding if you don't stock up right now.

WHERE'S THE DOUGH?

You might be asking yourself exactly how you are supposed to pay for all the stuff you're being told to buy. Use the EVS plate at the save point outside the shop, and return to Pleroma. With a three-person party, you should be able to defeat the U-TIC Soldiers still stationed here. Each enemy party is worth 120 or 160 G. By conquering every enemy set in the first two areas twice, you stand to make well over 3000 G. So if you want the goods, you need to start smacking some grunts around! If you need to recover lost HP and EP, speak to the nurse in the Clinic.

THE COMMANDER IN DANGER

When you are ready to resume the course of events, head down the ramp beside the save point. A brief scene depicts Commander Cherenkov in peril. Following this scene, the normal course of events continues if you run to the bottom of the area to meet Hammer. However, a secret email is only available for a short period.

SHOP LIST: DOCK COLONY "TALK TO ME" SHOP

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Ether Pack	40 G	36 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER WEAPONS

LIST	NORMAL PRICE
Navy Gloves (chaos)	240 G
Metal Rod (MOMO)	200 G
MSP89SX (Ziggy)	1200 G

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Stylish Armor	580 G
D Unit V3	620 G
VOLG20	420 G
Space Helmet	340 G
Protector	80 G
Power Brace	300 G
Guard Pendant	300 G

A.G.W.S. WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
SWD21AG	320 G	288 G
SWD34VX	320 G	288 G
AXE11AG	600 G	540 G
SMG32VX	660 G	594 G
SHB67AG	1000 G	900 G
FLM64AG	800 G	720 G
HMP33AG	700 G	630 G
BMP45VX	680 G	612 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE	10% DISCOUNT
Auxiliary Armor A	100 G	90 G
EF Circuit A	200 G	180 G
Armor Protect Unit	500 G	450 G

A.G.W.S. FRAME

LIST	NORMAL PRICE
VX01-F02	800 G
VX01-F03	1400 G
AG02-F03	1400 G

GENERATOR

LIST	NORMAL PRICE
VX01-G02	1200 G
VX01-G03	1800 G
AG02-G03	2400 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G

PAC-MAN ENDURES

Even in the far-flung future, Pac-Man remains a legend in his own games. After triggering the event where punks surround Cherenkov, and before meeting up with Hammer, return immediately to the Clinic and move to the middle of the waiting area to trigger receipt of this email. However, if you meet Hammer at the bottom of the ramp and return to the Elsa, the email will not arrive.

F-BSHOT – FIRST CHANCE, AND A NEW MAP

Upon returning to the Elsa, Shion gets an email informing her that the U-TIC Battleship map is now available via the EVS.

Having previously invested money in Vector and Venture Link, you have an opportunity to receive a new weapon for KOS-MOS. Ride the elevator to B1. Upon arrival, Shion receives the **F-BSHOT** attached to an email. If you failed to make the right investments, you will have another opportunity to receive the F-BSHOT later if you invested in Venture Link.

TIME TO DEPART

After completing all your shopping and events at the Dock Colony, return to the bridge of the Elsa and speak to Captain Matthews. The Elsa disembarks again, but not for long...

CATHEDRAL SHIP

OBJECTIVES

1. Investigate the Gnosis phenomenon.
2. Defeat Perun inside the Mall.
3. Obtain the Flower Seed in the flower shop.
4. Enter the Tower.
5. Deactivate the six security locks on the elevator.
6. Open the experimental vault.
7. Conquer the nasty Gargoyle.

ENEMY DATA

NAME	HP	WEAK VS.	EXP	GOLD	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Cerberus	500	Beam	320	0	8	8	2	Med Kit S	-
Fairy	180	Pierce	100	0	3	4	2	Ether Pack	Ether Pack S
Ogre	800	Spirit	380	0	12	0	0	Antidote	Skill Upgrade A
Hydra	380	Fire	200	0	5	6	2	-	Cure-All
Lizardman	420	Slash/Ice	260	0	10	3	2	-	Hemlock
Unicorn	1200	Pierce	600	0	16	16	4	Unicorn Horn	-

PARTY DEVELOPMENT

As you will quickly learn, the Gnosis encountered inside Cathedral Ship are all several notches more difficult than the ones encountered previously. Over the next several dozen battles, you will probably find yourself playing catch-up in order to match the strength of the enemy sets. Since KOS-MOS is an anti-Gnosis weapon herself, and chaos has proven to have a special touch where the monsters are concerned, keep both of these characters in the party at all times and switch out the third member. You would be wise to develop greatly the skills of Shion as well, since she will be an essential figure in an upcoming boss battle.

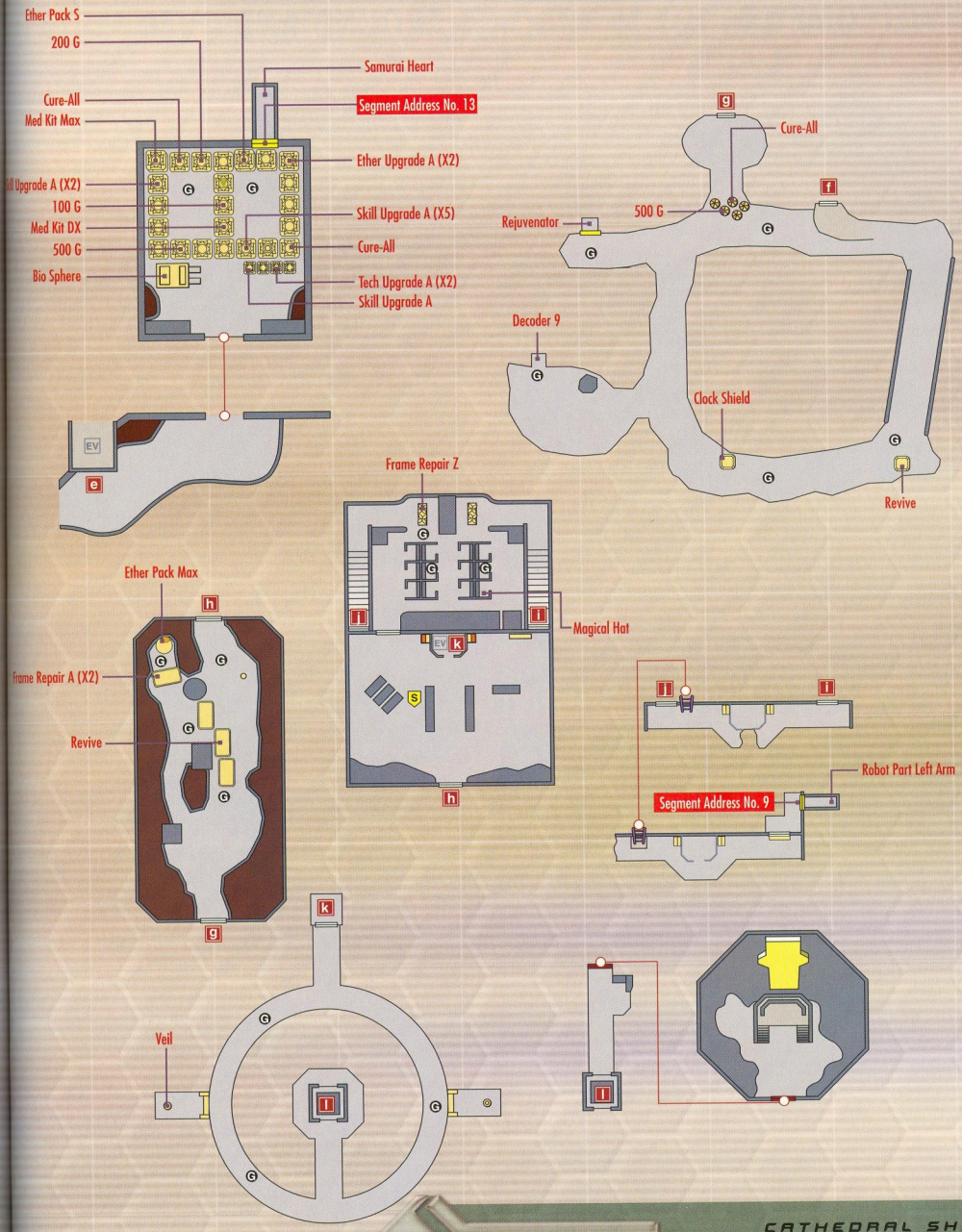
Use T.Pts to improve the speed of Tech Attacks such as R•CANNON, Spell Ray, Lunar Seal and Heaven's Wrath. You must be able to perform Tech Attacks every turn without the need to build AP first. Otherwise, the enemies always have the advantage and you end up consuming all of your useful items in vain.

Extract the skills from items such as Guard Pendants, Snake Hunters, and, eventually, several other items. Do not save up all your S.Pts for a rainy day, because unused points show just how underdeveloped your characters really are.

KEEP AT THEM!

Every time you encounter a new type of Gnosis, it is a wise idea to keep fighting the same enemy sets repeatedly until you have mastered a pattern of defeating them easily. Either you figure out the methodology to beating the sets, or your characters gain enough levels to make your battles simpler. The foes inside Cathedral Ship keep getting harder and harder in a short amount of time, so avoid pressing forward until you have mastered each type of Gnosis.

Neuro Stim
Coat • Fire
Bio Sphere
Nightwalker
Antidote
START
Cure-All
Revive DX
Revive
Star Wind and Magic Caster
Med Kit S
Tuned Circuit
Ether Pack S
Decoder 15
Flower Seed
Frame Repair A
Skill Upgrade A (X2)
MAP KEY
Gnosis
Save Point
Destructible Object
Connector
Elevator


Ether Pack S
200 G
Samurai Heart
Segment Address No. 13
Cure-All
Med Kit Max
Ether Upgrade A (X2)
Skill Upgrade A (X2)
100 G
Skill Upgrade A (X5)
Med Kit DX
Cure-All
500 G
Bio Sphere
Tech Upgrade A (X2)
Skill Upgrade A
EV
e
g
Cure-All
f
500 G
Rejuvenator
Decoder 9
Clock Shield
Revive
Frame Repair Z
Magical Hat
EV
k
i
l
s
h
Ether Pack Max
h
Frame Repair A (X2)
Revive
g
i
l
Robot Part Left Arm
Segment Address No. 9
k
Veil
l

WELCOME TO CATHEDRAL SHIP

Use the save point to record your game data because the path is extremely rocky ahead! Blast the stalagmites blocking the path out of the arrival zone and collect the **Antidote** and the **Nightwalker** left behind. Follow the path until you spot a Cerberus milling about, then bait it toward the yellow shock canister and trap it for an easier battle with higher Critical rates.

Defeat the Cerberus by using mainly Ether-based attacks and Far Tech Attacks, then follow the left fork in the path to a dead-end and a second cluster of stalagmites. Blast them to find a **Bio Sphere**, then follow the right branch out of the initial area.

SIGN FROM HEAVEN

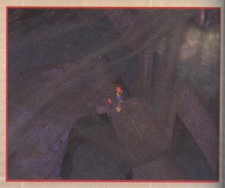
Continue following the path toward the east until the group discovers a bizarre sign. Enter the cave to the left of the sign and destroy the large crates to obtain a **Neuro Stim**.

Battle through more Cerberus and Fairies to another large billboard. Ascend the slope to the left of the large red sign, and move behind the object until you detect a weakness. Blow a section out of the sign with the Connection Gear, in order to reach a chest containing a **Coat•Fire**.

AROUND AND OVER

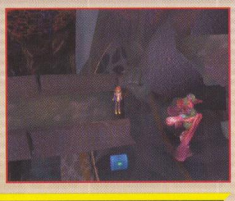
Approach the small building, blast down the door with the Connection Gear and climb the ladder to the top. Across the crumbling bridge, use the yellow shock canister wisely to defeat the enemy set. Destroy the large boxes below the crumbled building entrance to find a **Revive**, and obliterate the object at the corner to reveal a **Cure-All**. Continue around the corner on the north end, and destroy a slab to reveal a blue chest containing a **Revive DX**.

Return to the ladder and descend. Follow the south curve until you reach a pair of large boxes underneath a working lift. Destroying these boxes allows you to lower the elevator from the level above. Navigate the opposite direction around the circular path, eventually arriving at the lift. Step onto the elevator and operate the control panel to descend, then proceed east into the next area.



CATHEDRAL BRIDGES FALLING DOWN

Run around the wreckage until you reach the bottom of some steps, where a grunting Cerberus patrols. Head up to the top level and move to the bridge blocked by wreckage. When you destroy the debris, the entire bridge collapses to the area below. Across the fallen bridge, the special enemy called Svarozic guards a **Tuned Circuit**. Whether you want to fight this tough enemy is optional, but defeating the monster is worth some valuable items.



A GIFT TO MOMO

Place MOMO in the party, and make her the on-screen character. At the top of the stairs near the collapsing bridge, some buried cargo emits a twinkling light when the 100-Series Observational Realian leads the group. Examine this spot to learn MOMO's Ether spell **Star Wind** and **Magic Caster** Tech Attack.

SVAROZIC

HP	WEAK VS.	ITEM	RARE ITEM
1500	Slash/Ice	Tech Upgrade S	Tech Upgrade Z

STR	VIT	EATK	EDEF	DEX	EVA	AGL
60	20	34	25	20	20	11

EXP	G	T.PTS	E.PTS	S.PTS
800	0	30	16	6

Svarozic employs fire attacks, and it absorbs any fire-based attack or spell. Avoid using Shion's Ether based attacks or Ziggy's Cyber Kick, or you will actually heal the enemy!

Fight with at least one A.G.W.S. pilot in the group, and perform regular mech attacks each turn. The remaining two characters should be able to heal others while performing close range attacks and Tech Attacks. MOMO's regular attacks are somewhat ineffective, but Floral Tempest is devastating. Perhaps the best attack to use each turn if possible is KOS-MOS' R•BLADE. Between the tough assaults of the Anti-Gnosis android and an A.G.W.S., this resilient Gnosis isn't so difficult.

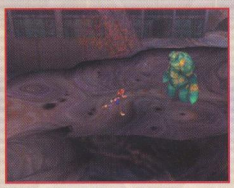
OGRE AT THE EXIT

Follow the spiraling path below the stairs, and head under a ledge. Ascend two flights of stairs, and consider whether you want to engage the massive green Gnosis patrolling the top level. Ogres perform nightmarish attacks that damage a character by more than 150 HP and afflict the person's Physical Defense. Going into battle with Ogres, each character must be equipped with a Guard Pendant. Otherwise, you must extract the PDEF Guard Skill from this item and set it active in the Skills menu of the character. Take time to prepare, then charge into battle with the jolly green giants. Ogres are weak versus chaos' attacks.

Destroy the stalagmites blocking the exit to obtain a Med Kit S and an Ether Pack S.

SHOPPING OUTSIDE THE MALL

Proceed across the raised ledge, fighting more enemy sets and using flame canisters to debilitate them. Outside the doors of a large structure is a sight of welcome relief. A save point and a U.M.N. Shop allow you to restock useful items and use a Bio Sphere. Stocking up on Cure-Alls and Antidotes would be a wise decision, since so many Gnosis in this area inflict status impairments. Plus, all of the accessories are useful for preventing these ailments.



SHOP LIST: CATHEDRAL SHIP MALL SHOP

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Ether Pack	40 G	36 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Power Brace	300 G
Guard Pendant	300 G
Snake Hunter	500 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G

PERUN

HP	WEAK VS.	ITEM	RARE ITEM
1500	Slash/Spirit	EtherUpgrade S	Ether Upgrade Z

STR	VIT	EATK	EDEF	DEX	EVA	AGL
60	20	34	25	20	20	11

EXP	G	T.PTS	E.PTS	S.PTS
800	0	12	10	24

Unlike the sibling you have already met, Perun is a lightning-based Gnosis who controls the power of electricity. KOS-MOS and chaos absolutely must be in your party to defeat this creature without absorbing a great deal of damage. The third character should be an A.G.W.S. pilot, either Shion or MOMO in the VX-10000, and they should transmit into their armored suit as soon as the battle starts.

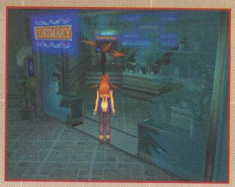
While Perun is weak against Spirit and Slash attacks, Lightning based moves and Tech Attacks restore the HP of the monster. KOS-MOS and chaos can deliver the damage without problem, and with the A.G.W.S. attacking every round, this fiend should be no problem to overcome.

MALL SECURITY

Enter the shopping mall and destroy the objects that have fallen into the path to receive a **Frame Repair A** and 2 **Skill Upgrade A**. Make sure your A.G.W.S. are still in top shape, then proceed to engage the bizarre foe waiting patiently for you at the bottom of the stairs.

LITTLE SHOP OF HORRORS

Ascend the stairs after defeating Perun, and enter the COSTMARY Flower Shop through the broken plate glass. You must approach and defeat the Hydra enemy set in this room. When the plant-like foes shrivel up, they leave behind **Decoder 15**.



Continue into the space at the rear of the flower shop, and collect the Flower Seed glittering on the table.

UNICORN DEN OF TREASURES

Enter the open doorway to the left outside the flower shop, and proceed around a long rectangular balcony above a full warehouse. Exiting in the northwest corner of the mall area, use the elevator to go down to the lower floor.

Inside the warehouse, shoot the forklift to obtain a **Bio Sphere**. Break open the four small crates on the right to pick up 2 **Tech Upgrade A** and a **Skill Upgrade A**. From this point forward, you must be very careful of which boxes you destroy. There are two shock canisters to use against the Unicorn enemies corralled inside the ring of containers. Once you face one of these foes, you will realize you need all the help you can get!

Use the maps provided in this section to view the overwhelming number of items attainable in the mall warehouse.

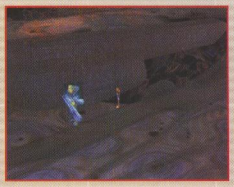
Behind the crates in the northeast corner of the warehouse is Segment Address No. 13.

UNICORNS

The horned Gnosis encountered in the Cathedral Ship are hardly the beautiful creatures one might imagine from the fairy tales. Unicorns start in the back row, so they aren't immediately reachable by normal means. They have the ability to resurrect members of the front line, so it is important to distract the Unicorn with attacks. The best method is to use Ziggy's beam pod to attack all enemies at once, or reach the same result by firing a barrage of rockets from a shoulder-mounted missile pod on an A.G.W.S. Characters such as MOMO and chaos can attack back row enemies with certain Ether. When the front line falls, KOS-MOS and chaos can do quite a bit of damage to a Unicorn with even their normal close range attacks. All Unicorns reward their victors with high amounts of EXP as well as the infrequently found **Unicorn Horn** barter item, which sells for quite a pretty penny.

THE HIGH TRAIL

Return to the second floor of the mall, and exit through the lower southwest door. Outside the mall again, follow the raised path around the eastern side of the area. Just past an Ogre on the prowl stands a crate containing a **Revive**. Proceed west and destroy a container guarded by a Fairy to find the valuable **Clock Shield**. Continuing from there toward the southwest corner of the raised path, the last of the elemental Gnosis enemies awaits. The creature called Stribog guards a chest containing **Decoder 9**.



STRIBOG

HP	WEAK VS.	ITEM	RARE ITEM
1500	Slash/Fire	Skill Upgrade S	Skill Upgrade Z

STR	VIT	EATK	EDEF	DEX	EVA	AGL
60	20	34	25	20	20	11

EXP	G	T.PTS	E.PTS	S.PTS
800	0	16	30	6

With their fire-based Ether attacks and Tech Attacks, Ziggy and Shion inflict the most damage against Stribog. However, the unique Gnosis tends to attack Shion rather roughly and frequently, so be ready to board her into an A.G.W.S. if needed. Meanwhile, another A.G.W.S. pilot such as MOMO or chaos should provide backup with mech gunfire, and it would be sweet if your A.G.W.S. is equipped with a FLM64AG flame weapon.

Probably the most devastating attack against Stribog is chaos' Heaven's Wrath attack. Unfortunately, this Tech Attack might not yet be available if the spiritual member of the group has not seen much battle.

THE DARK TOWER

In the northwest corner of the raised path outside the mall, a Fairy patrols near a destructible door, behind which is a chest containing a **Rejuvenator**. After circumnavigating the raised path around the area, move to the large rocks standing just left of the mall exit and blast them with the Connection Gear. After obtaining **500 G** and a **Cure-All**, continue into the newly opened area until the characters behold the awesome Tower.

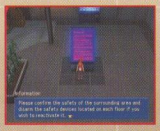
Read the interesting sign on the right side of the Tower entrance.

LIZARDMEN'S LAIR

A large green Gnosis waits to greet you just a few steps into the tower foyer. Be certain to protect all your party members against Poison before engaging the Lizardmen throughout this chamber.

Blow up the boxes dividing the center of the room to obtain a **Revive**, and defeat the Lizardman enemy on the left. Destroy the low obstacle between your character and the Fairy enemy to obtain 2 **Frame Repair A** items. Shoot the pirate statue to release a blue chest containing an **Ether Pack MAX**, then use the shock canister on the eastern side of the room to defeat the last foe.

TOWER ELEVATOR SAFETY LOCKS



Use the save point on the western side of this pleasant lobby to let the party rest, then read the sign standing in the eastern half of the area. The deactivated elevator on the back wall bears six safety mechanisms that must be removed before the party can ride in it. Destroy the two panels on either side of the elevator tube to remove the safety mechanism on the ground floor. Just two more levels left to go.

Enter the office cubicle area, and evade or defeat the two Hydra enemy sets plus a tough group of Lizardmen. Destroy the plant blocking access to the western staircase to find a **Frame Repair Z**. Search the bottom wall in the lower right cubicle to find the **Magical Hat**, a great accessory that will figure heavily in coming events. Ascend the staircase located on the eastern wall of the room.

Disable the elevator safety mechanism on this side of the balcony, and press the wall switch to lower a ladder on the western portion of the ledge. Unfortunately, calamity ruined the balcony, and so you must return through the office area to the western side of the building.

Remove the other elevator safety lock on the second level balcony, then climb up the ladder and disable both locks on the third floor. The elevator descends to the ground level, where the party may now board it.

SEGMENT ADDRESS 9

Before leaving, blast aside the wall panel at the east end of the third level, and cross a short catwalk high above the office floor to locate **Segment Address No. 9**. Having defeated Stribog before entering the Tower, you may now unlock the red door and obtain the **Robot Part Left Arm** from the chest inside.

PREPARATION FOR DESCENT

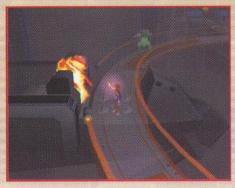
Return to the ground level of the Tower and use the save point in the lobby to let the characters rest. You must prepare the party for an extremely challenging battle, one that you will very likely not win during the first attempt. Carefully follow the guidelines provided in the nearby tip section, then be absolutely certain to **save your game** before hopping in the elevator for the long ride down.

OVERWHELMING ODDS

Prepare for the upcoming boss battle by placing Shion, chaos and KOS-MOS into the party. Only with these select characters performing very specific roles can you hope to survive what's next. Reassign Shion and chaos to their usual A.G.W.S. if needed, and restore both mechs to full FHP with Frame Repair items. KOS-MOS must be capable of performing R•CANNON without needing to build AP, meaning you should upgrade the speed requirement for her Tech Attack by spending 200 T.Pts in the menu. If you need more points, use Tech Upgrades or fight more Gnosis throughout Cathedral Ship. Shion must have enough Ether Points to evolve her healing spell into both Refresh and Medica All. It would also be helpful if chaos could perform Heaven's Wrath every turn, by removing the speed limit on his Tech Attack. Purchase a good quantity of Med Kit S unless you want KOS-MOS to die. Equip someone with the Thief Ring to boost rare item occurrence, and make sure everyone wears a Guard Pendant or has the PDEF skill. Equip Shion with the Magical Hat to avoid Lost status.

CIRCLE PATROL

Lizardmen patrol the circular platform hovering over the depths, all moving at the same distance and intervals in a clockwise pattern. Get between them unnoticed and carefully follow the monsters around the circle until Shion reaches the platform on the west wall. Destroy the barrier and the round object to obtain a **Veil**. Fall in line with the circling Lizardmen again, and move onto the central lift platform.



After another long descent to the bottom of the shaft, examine the control panel to the right of the huge rotating door. Once you have opened the massive seal and entered, a desperate struggle for survival begins!

GARGOYLE

HP	WEAK VS.	ITEM	RARE ITEM
3600	Slash/Lightning	Silver Crown	Commander's Crest

STR	VIT	EATK	EDEF	DEX	EVA	AGL
60	15	40	15	23	30	5

EXP	G	T.PTS	E.PTS	S.PTS
7400	0	140	120	60

OUDOGOGUE

HP	WEAK VS.	ITEM	RARE ITEM
1000	Slash	Frame Repair A	Frame Repair Z

STR	VIT	EATK	EDEF	DEX	EVA	AGL
5	10	40	26	40	30	8

EXP	G	T.PTS	E.PTS	S.PTS
800	0	50	50	10

The Gargoyle or one of its servants usually reveals the overwhelming power of the trio in the first turn, unleashing the massive attack-all Ether, Hell's Flash. As you can see, Shion must cast Medica All on the party during every round until chaos and KOS-MOS can eliminate the two Oudogogues on either side of the main boss. Occasionally she will need to use an Ether Pack S and perhaps cure Lost status abnormality inflicted on one of the others. Nevertheless, her only job for the time being is to heal.

Meanwhile, command KOS-MOS and chaos to perform close range normal attacks against the two sidekicks. Sometimes it works best to perform a ■▲ combo on each turn. If you can manage to keep these two alive, they should eliminate both Oudogogues easily. Once you destroy the two side bosses, the enemy turns become less devastating to your party.

Naturally, the Gargoyle does not take kindly to your handiwork. It powers up after each Oudogogue dies, and begins to perform fearsome physical attacks that can kill a normal person with one hit! Transmit Shion and chaos into their A.G.W.S. as soon as the Oudogogues disappear, with one last Medica spell cast on KOS-MOS for good measure.

Command the two A.G.W.S. to Guard in order to build AP, then launch W-ACT attacks to inflict the most damage. Repeat this process for the remaining turns of the battle. Meanwhile, KOS-MOS can perform R•BLADE one turn, using a Med Kit S to recover when needed. Do not allow KOS-MOS to fall below half of her HP. Unattended, she could easily die following the next direct attack of the Gargoyle.

DURANDAL

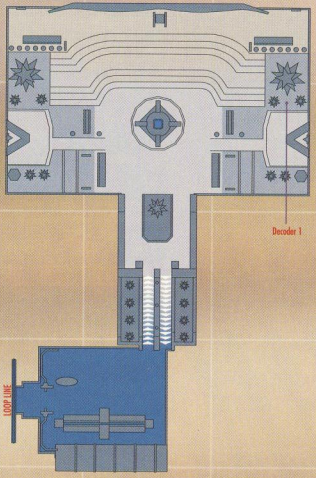
OBJECTIVES

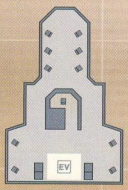
1. Explore the six areas of the Durandal.

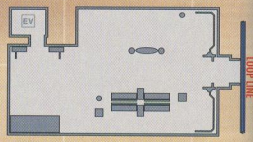
2. Find MOMO in the Park.

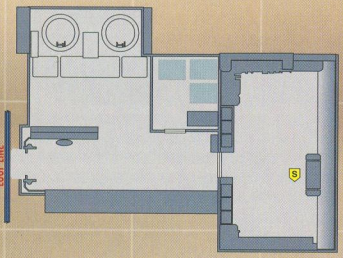
3. Rest in the guest quarters of the Residential area.

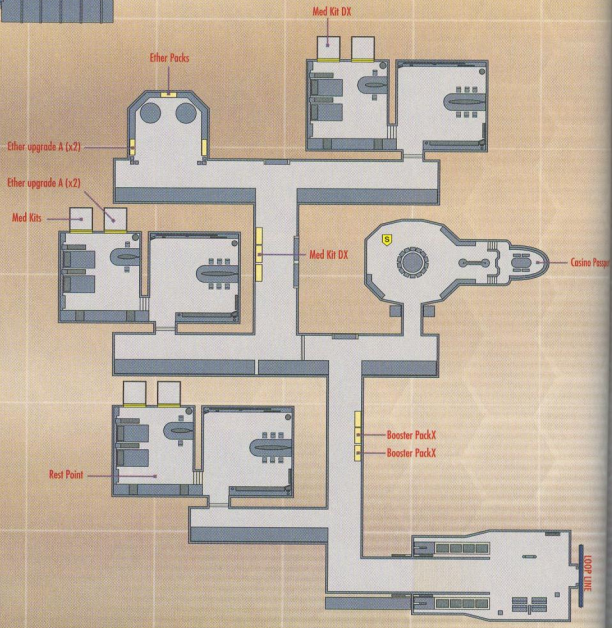
4. Meet the group at the Dock for some R&R at the beach!





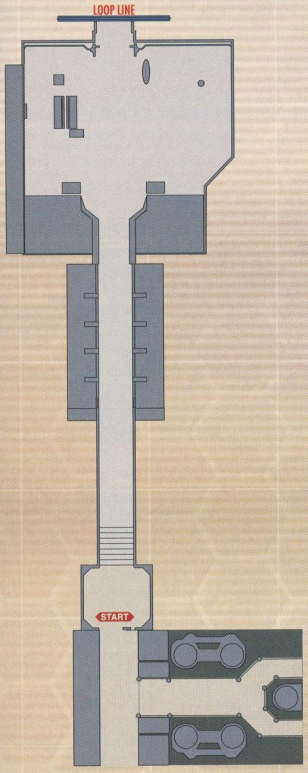






MAP KEY

- S — Save Point
- Destructible Object
- a — Connector



GAIGNUN KUKAI

KUKAI FOUNDATION

The chairman of the Kukai Foundation, a special organization based in Militia, Gaignun bears a sharp resemblance to Jr. in spite of the fact that Little Master is legally his adopted son. He is the perfect leader for the massive and wealthy Kukai Foundation. Still, something is strange about Gaignun and Jr., and Shion feels uncomfortable around the chairman.

CATHEDRAL SHIP MAP ADDED

In the Isolation Area, move up the stairs toward Allen. After he takes off for the bridge, continue toward the exit. Shion receives notification that the Cathedral Ship map is now available in the EVS.

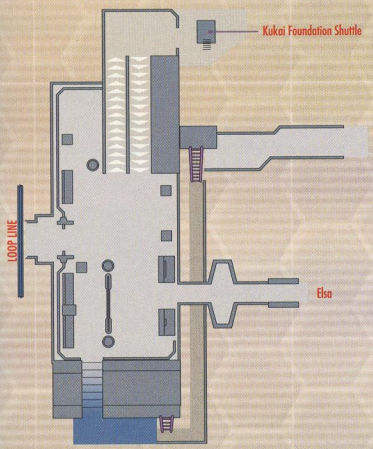
INVESTMENT REWARDS

Exit the Zohar Chamber, and continue between the two men standing guard. If you invested with Sugiyama Securities while onboard the Elsa several hours ago, your philanthropy pays off. ACM investors receive 4000 G and 10% off all A.G.W.S. Accessories. Mercedes investments return 8000 G only. Vector Investors receive a **Code Disarm Key Plug-in**, plus the same 10% discount on mech accessories. Download the plug-in from the email, and it will be extremely helpful if you are assisting Vector in tracking the infamous hacker.

DURANDAL TRAIN

Following the gruesome events surrounding your entrance to the Durandal, take the opportunity to kick back for a bit and explore the safe environs of the Kukai Foundation's massive spaceship. Check the map near the waiting train and you will quickly understand there are six major areas inside the Durandal.

Enter the train, and pick your Durandal destination. The best way to explore the entire craft is to start with the first stop on the list, and work your way around. Although MOMO must be located, finding her can be the last thing you accomplish.



THE DOCK

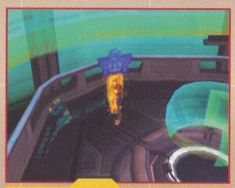
While not much is going on at this location for the moment, it is important to note that you can reenter the Elsa and talk to the crew. There is also a small transport shuttle at the top of the moving ramps, for launch to the Kukai Foundation. However, it will be some time before the Durandal docks at the Kukai Foundation.

RESIDENTIAL AREA

Beyond the station is a series of connecting corridors. Head straight up the corridor past the police officer, and blast the bench and vending machines on the right side of the hallway to obtain two separate **Booster Packs**. At the following intersection, the game room is to the right and more living quarters are down the next section of corridor to the left. Use the maps provided for this section to locate the rest of the items in the remaining living quarters.

A LITTLE GAMBLING

Enter the game room and speak to the patrons inside. To the right side of the game table on the raised platform is a chest containing the **Casino Passport**.



The save point located in the game room has an EVS Plate, so you can use the Casino Passport right away.

After purchasing some coins for use in gambling you can have fun playing the slots, or get down and dirty with five-card poker where the real money is. After you've claimed a major jackpot, your coins can be exchanged for sets of consumable items, unique and useful Character Accessories, Card Packs, and also Sketch Designs featuring layout-scale artwork and renderings of the characters from *Xenosaga: Episode I*.

ADVICE FROM A VEGAS LOCAL

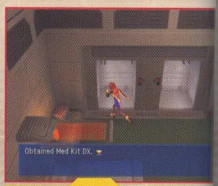
When playing five-card poker, the point is not to get some great hand like a Flush or a Full House. Congratulations if you happen to be that lucky, but all you really need is any two cards that match. With a winning hand, you have the opportunity to play "Double or nothing?". Correctly guess whether the next card will be higher or lower and you can double, quadruple or even multiply your winnings by sixteen! More advice on winning with the Casino Passport is located in **Part III: Appendices**.

COIN LAUNDERING

There is a way to make extra G with the Casino Passport, but it is not quite as lucrative as a securities investment. Play the Level 4 poker at 100 coins per play until you have accumulated over 9,900 coins, then purchase 99 Recovery Sets. Head to the nearest shop location and sell off these sets of 99 Med Kits, 99 Ether Packs, 99 Revives and 99 Cure-Alls for over 11,000 G!

HOME SHOPPING

A U.M.N. Shop plate is located in the living quarters at the very top of the Residential Area. For the first time, second level items such as Med Kit S and Ether Pack S are available for sale. The Residential Area shop also carries the newest armors for all the characters, including KOS-MOS and Ziggy. Another first is the selection of Character Ammo, available for Shion's and Jr.'s weapons. Shion probably knows the Shock Blade attack by now, and being able to inflict various status ailments with these ammunitions could be useful. Be sure to purchase as much as possible immediately, and equip your characters when they rejoin the party.



Shoot open the left closet in this same room to obtain a Med Kit DX.

SHOP LIST: DURANDAL RESIDENTIAL AREA SHOP

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Med Kit S	60 G	54 G
Ether Pack	40 G	36 G
Ether Pack S	80 G	72 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER WEAPONS

LIST	NORMAL PRICE
Rider Gloves (chaos)	160 G
Platinum Rod (MOMO)	380 G
ROOK505 (Jr.)	800 G

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Battle Gear	850 G
D Unit V4	960 G
VOLG30	680 G
Space Helmet	340 G
Protector	80 G
Sniper Goggles	200 G
Snake Hunter	500 G

CHARACTER AMMO

LIST	NORMAL PRICE
RK280	400 G
BXS002V	200 G
BXS003V	200 G
BXS004V	200 G
BXS005V	200 G

CARDS

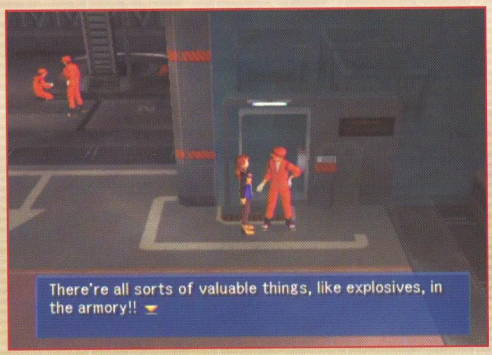
LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

BRIDGE

Not much is happening at the Bridge either, but it is good to know that Mary and Shelley have things well in hand while Jr. is showing the rest of the group around the Durandal.

HANGAR

The A.G.W.S. Hangar onboard the Durandal is a small station, mostly used to fix Jr.'s armored suit after he returns it with rough wear and tear. However, make note of the well-guarded armory here in case a situation should arise where you might be able to gain access to the valuable items stored within.



HIGH RISK, QUICK PAYOFF

Step inside the Waiting Room connected to the Hangar, and Sugiyama notifies their favorite customer of a great securities opportunity. The best thing about spending your money on this is that the dividend returns very shortly, following just one or two events before docking at the Kukai Foundation. The cost to invest is 6000 G. Shijima returns 72,000 G, Hamilton returns 48,000 G and Alkimia returns 24,000 G. Although Alkimia rewards low profits, you will receive another email shortly containing a bonus weapon for KOS-MOS!

PARK

Let the moving ramp pull you to the top level, and enter either doorway. Shion and KOS-MOS finally locate MOMO, and now you may finally get some rest. Return to the Residential Area and use the beds in the closest room with the red carpeting. Shion receives many emails on the return trip to the living quarters.

TOLD YOU IT WAS QUICK!

If you replied to Sugiyama Securities' last inquiry and invested 6000 G, Shion receives an email before leaving the Observation Deck. Investors get the money amounts described in the previous note. Alkimia investors get the least money, but in just a short while a bonus weapon for KOS-MOS will arrive!

HACKER CAPTURED!

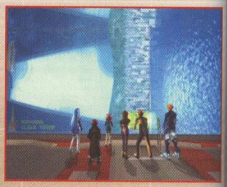
A message concerning the hunt for the hacker arrives as you reach the bottom of the moving ramps outside the Observation Deck. If you have engaged in the hunt for the criminal hacker and responded correctly to the last email from Vector N.S.S., Shion receives a small reward in the form of the Code Disarm Key Support Plug-in. This device is capable of deciphering hard encryption that the other Code Disarm Key cannot.

ACE COMBAT 04 BY NAMCO!

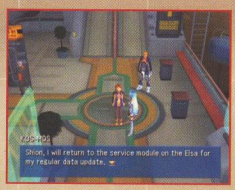
Returning to the Residential Area, Shion receives an email as she is heading to her quarters for some rest. Namco would like people to check out Ace Combat 04.

ARRIVAL AT THE KUKAI FOUNDATION

Allen brings Shion out of her room following the events surrounding the Durandal's arrival at the Kukai Foundation. The group is meeting at the Dock to take the shuttle to Director Gaignun's private beach. Take the train back to the Dock area to reunite with the rest of the party.

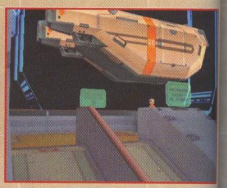


SHUTTLE DEPARTURE



The party is waiting at the Dock for Shion. Speak to all the characters then talk to Jr. when you are ready to regroup. Ziggy and KOS-MOS will not be joining you, but everyone else is available.

Head through the gate and get onboard the shuttle to depart. Next stop, fun and simulated sun on Gaignun's private beach!



SPECIAL TREATMENT

Once Jr. joins the party, enter the Characters submenu and make him the onscreen character. With Little Master in the lead, anyone you speak to onboard the Durandal reacts differently!

CRUDE HOMBRE

With Jr. as the onscreen character, return to the Residential Area and reenter the room where the U.M.N. Shop plate is located. Open the right closet to encounter a surprise stowaway! The rude stranger Great Joe challenges Jr. to a challenging gunfight. Strategies and tips for defeating this tough extra boss are located in the **Side Quests** chapter of **Part III: Appendices**.

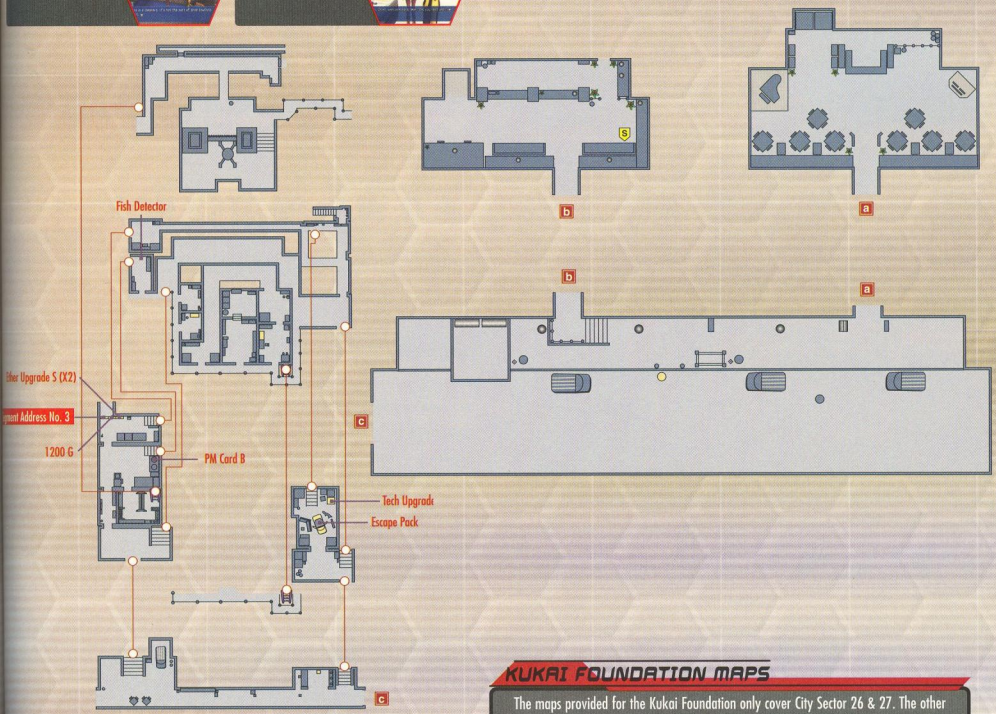
KUKAI FOUNDATION

OBJECTIVES

1. Exit the private beach.
2. Shop at the A.G.W.S. Part Shop & Robot Foundation Academy.
3. Meet the colorful residents of City Sector 26 & 27.
4. Rest at the "OUR TREASURE" Hotel.
5. Board the shuttle at the Launch Pad.
6. Enter the Elsa and speak to Allen.

MAP KEY

- S — Save Point
- Destructible Object
- a — Connector



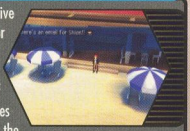
KUKAI FOUNDATION MAPS

The maps provided for the Kukai Foundation only cover City Sector 26 & 27. The other sections of the Kukai Foundation (Gaignun's Private Beach, A.G.W.S. Parts Shop, and the Launch Pad for the shuttle) are small areas with simple layouts. Everything you need to know about these areas are covered in the text found under the appropriate header.

TAKE THE DAY OFF

After some fun at the Kukai Foundation's simulated beach, Allen heads back to the Elsa. Shion and the rest of the group must explore the Kukai Foundation, rest at the hotel in Sector 26, then return to the Elsa docked inside the Durandal and speak to Allen. Until then, there is a lot to see and do in the various areas of the foundation. Leaving the private beach, Ziggy rejoins the party to partake in the fun.

SNAKE CHARMER'S PRODIGY



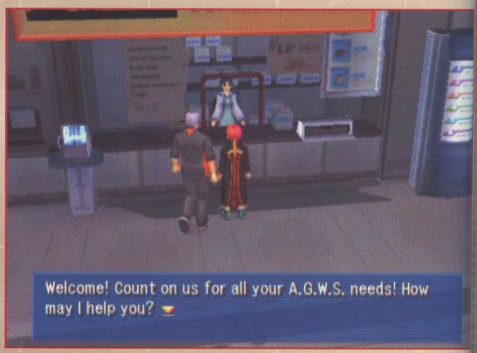
Leaving the snack bar at the beach, Shion might receive an email from the sister of the hacker she helped Vector to snare. Based on the encrypted clues contained in this letter, you must determine where Raz is hiding before she unleashes catastrophe on the population. If you have the Code Disarm Key Plug-in, some of the clues in the message will be deciphered. If you also have the Code Disarm Key Support Plug-in, it will even decipher the answer. Reply to this email and tell Raz that she is hiding in the **Durandal**, and you are well on your way to stopping a disastrous outbreak and receiving a major reward!

KUKAI FOUNDATION LAYOUT

Exiting the private beach, your character appears on a small world map depicting the entire colony. To enter any area, move across the paths toward a building and press ● to find out the name of each area.

A.G.W.S. PARTS SHOP

Head south from the private beach to the building at the bottom of the world map, and enter. The A.G.W.S. Part Shop to the left of the entrance sells the upgrades for your A.G.W.S. Frames and Generators, plus an all-new assortment of mech weapons and accessories. The best side investment you can make in metal gear at this point is to purchase several Guard Recovery accessories, which allow your A.G.W.S. to regain FHP just by Guarding for a turn! Guard Cleaner accessories will be vital in upcoming boss battles. Be sure to obtain ***all*** vital upgrades before speaking to Allen onboard the Elsa.



SHOP LIST: KUKAI FOUNDATION A.G.W.S. PARTS SHOP

A.G.W.S. WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
PB55AG	1000 G	900 G
HG75VX	900 G	810 G
GLG76AG	1400 G	1260 G
BA15VX	1800 G	1620 G
BL24AG	1400 G	1260 G
SHB67AG	1000 G	900 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE	10% DISCOUNT
Auxiliary Armor A	100 G	90 G
Auxiliary Armor B	200 G	180 G
EF Circuit A	200 G	180 G
EF Circuit B	400 G	360 G
Armor Protect Unit	500 G	450 G
Gear Shield	500 G	450 G
AP Shield	500 G	450 G
Cockpit Guard	800 G	720 G
Guard Cleaner	2000 G	1800 G
Guard Recovery	2000 G	1800 G
Anti-Fire Armor	1000 G	900 G
Anti-Ice Armor	1000 G	900 G
Anti-Lightning Armor	1000 G	900 G
Anti-Beam Armor	1000 G	900 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

A.G.W.S. FRAME

LIST	NORMAL PRICE
VX01-F03	1400 G
VX01-F04	2000 G
AG02-F03	1400 G
AG02-F04	2000 G
VX02-F04	2000 G

A.G.W.S. GENERATOR

LIST	NORMAL PRICE
VX01-G03	1800 G
VX01-G04	2400 G
AG02-G03	2400 G
AG02-G04	3200 G
VX02-G04	2800 G

DESTROY RUNNER

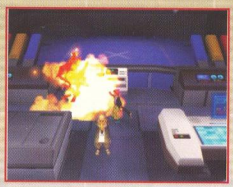
On the eastern side of the part shop is a quiz game that asks a series of trivia questions regarding characters and events in *Xenosaga: Episode I*. Answer all the questions correctly to obtain **PM Card C** for the Xeno Card mini-game.

DESTROY RUNNER ANSWERS

Question 1: TALK TO ME
Question 2: Professor
Question 3: Smelly-looking purple T-shirt
Question 4: Holgar
Question 5: Luty

PROFESSOR'S FOUNDATION ROBOT ACADEMY

Head down the steps to the left of the part shop to encounter a crazy old coot that has some funny ideas about assembling ancient robots. If you have been opening Segment Address Doors quite regularly up to this point, then the two Robot Arm parts should be in your possession. If such is the case, exit the Professor's lab and return immediately to trigger the next chapter in this epic saga of robot research.



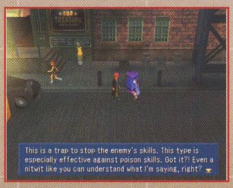
Clean all the junk out of the lab by blasting it clear with your Connection Gear. Then speak to the Professor again, and he will combine and transform these parts into an Ether Shion can use in battle. Casting **Throni Blade** summons this giant robot part, causing massive damage to all enemies onscreen!

This is just the first few steps on the road to assembling the ultimate summon Ether; the legendary giant robot Erde Kaiser! For more details on how to find and convert other Robot Parts into Ether summons, check in the **Side Quests** section of **Part III: Appendices**.

PROFESSOR HATES A BRAT

The conversations in the Professor's shop will be slightly altered if Jr. is the onscreen character. The Professor and Jr. get quite frustrated with one another, and it is particularly amusing.

CITY SECTOR 26



Enter the center block on the world map and the party finds itself in the old-world styled City Sector 26 & 27. All the folks in this area have information to share about this small town area, so be sure to speak to everyone. The first City Sector is 26, and City Sector 27 lies just beyond the dumpsters at the western end of the street. Half way down is a young lady tuning a purple canister. Speak to her to find out how the device nullifies the skills of Gnosis.

NO ACCESS AREAS

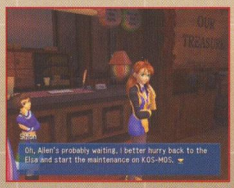
Do not frustrate yourself trying to reach items and chests visible in areas you cannot enter. There will come a time when all areas of City Sector 26 & 27 will be open to explore. However, for the time being it is important only to learn the basic layout of the area and grab what few items you can. The time will come when the citizens share their treasures with the party generously.

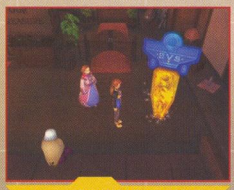
IRON MAN BAR

The first location in City Sector 26 is the Iron Man, filled with many interesting and esoteric patrons. Seated at a table in the lower west corner of the bar is a crying woman. She lost her Engagement Ring at Gaignun's Private Beach. While she knows how to retrieve it, she still needs you to perform the task for her. More details on this short side quest are in **Part III: Appendices**.

HOTEL OUR TREASURE

Enter the building labeled "OUR TREASURE" and speak with the little girl standing under the inn sign. Shion and the party stay the night free, and wake up the next morning fully restored. After this event, you may return to the Elsa and speak with Allen to continue. Before heading back to the Durandal, explore a little more in City Sector 27 to obtain more items.





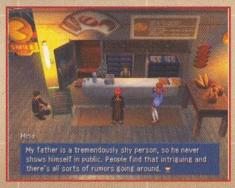
The save point inside the Hotel bears an EVS Plate, in case you want to gamble or explore previous maps to raise money.

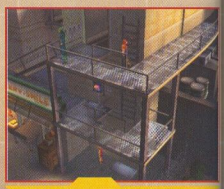
THE DISMAL MERCHANT

Also inside OUR TREASURE Hotel is a shop. The items offered by the diminutive clerk are identical to that of the U.M.N. Shop inside the Durandal. Feel free to collect anything that you previously missed.

CITY SECTOR 27

The second section of street in this area is an even livelier zone, with more NPC's to speak with standing everywhere. After exploring the lower level and examining the bakery and the memorial statue, head up the stairs near the entrance to reach "East6", a den of thugs. Atop the steps on the western end of the street resides the Lavare Dry Cleaning business, wherein you can find several items. Between these two areas is the top level of the Baker's Shop.





Use the ladder on the third level to climb down to the second level outside the Baker's Shop. Lower the ladder for later usage.

EAST6

Destroy the car inside the thieves' den to obtain an **Escape Pack**, and to freak out the mechanic. Destroy the large container to the right of the stairs to obtain a **Tech Upgrade** A.

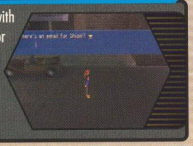
Carefully shoot the large crate behind, but not the Pink Bug revealed. Instead, talk to the Pink Bug stolen from the TALK TO ME shop and it will offer to tell you a story but only after you talk to Tom at the Dock Colony's shop "Talk to Me". Tell the Pink Bug you want to hear a "Great story", and the doll will tell you the location of **Decoder 1** onboard the Durandal in the Park area. This item is not available until the Pink Bug tells you the great story.

The other stories all describe less-important features of the foundation that you have probably discovered for yourself. The Pink Bug then offers to take your picture. This is an opportunity to receive a secret email shortly.

An amusing scene occurs when you speak to the thugs' leader, King.

PINK BUG'S PHOTO

Speak to Pink Bug, and make sure not to destroy it with your Connection Gear. Stay at the hotel in City Sector 26, and exit through the eastern archway. Just as Shion is about to leave, she receives an email from the Pink Bug containing the photo it snapped.



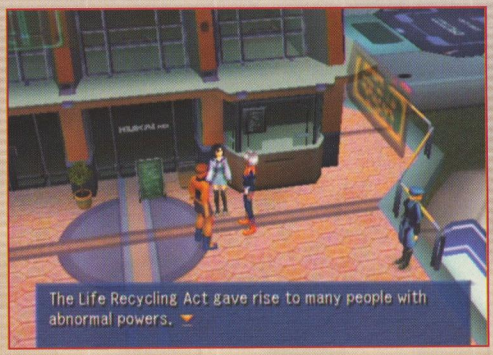
LAVARE CLEANERS

Enter the dry cleaning establishment on the mid-level of the western side of City Sector 27. Proceed into the first of the back rooms, and use the steps to look inside the open machine to find **PM Card B**. Ascend the stairs in this same room and search the white pantsuit displayed on the wall to find the **Fish Detector**. This item is required to help you find the Engagement Ring belonging to the sad lady in the Iron Man bar.

Obliterate the three armoires standing at the back of the second room to reveal 1200 G, 2 Ether Upgrade S and Segment Address No. 3.

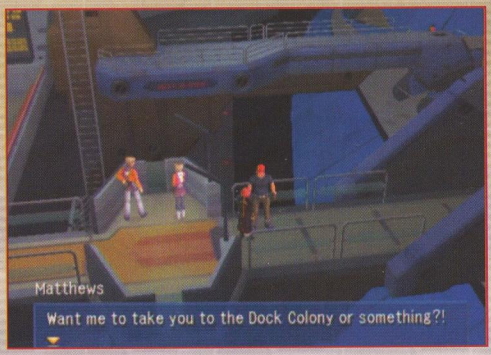
LAUNCH PAD

Following Shion's stay at the hotel in City Sector 26, exit to the world map and enter the location closest to the Durandal's docking point in the water. While the various citizens provide enlightening commentary on the population of the Kukai Foundation, there is little else to do here besides board the shuttle and head back to the Durandal.



DOCK COLONY REVISITED

When the shuttle docks inside the Durandal, Captain Matthews stands outside the entrance of the Elsa. Speak to him for a chance to fly back to the Dock Colony, before the opportunity is lost.



There are two good reasons to return to the Dock Colony at this point. The TALK TO ME shop has greatly expanded their inventory of character accessories and A.G.W.S. gear. Additionally, the shop now sells the VX-4000 for a mere 50,000 G, a perfect mech for MOMO! One of the most important additions to the shop menu is the ECM1-VX pod, and the various types of bullets which can be loaded into this weapon to inflict a variety of status effects on enemy mechs.

The other good reason to revisit the Dock Colony is the poor little orphan Luty, who needs someone to help her recover. Having obtained the Flower Seed from inside Cathedral Ship, enter the waiting room of the Clinic and join Luty near the large blue pot at the back. This is the first step to completing a side quest further detailed in **Part III: Appendices**.

SHOP LIST: DOCK COLONY "TALK TO ME" SHOP (AFTER KUKAI FOUNDATION)

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Med Kit S	60 G	54 G
Ether Pack	40 G	36 G
Ether Pack S	80 G	72 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Battle Gear	850 G
D Unit V4	960 G
VOLG30	680 G
Space Helmet	340 G
Protector	80 G
Red Ring	600 G
Green Ring	400 G
Blue Ring	200 G
Kobold Ring	200 G
Purple Ring	300 G
Orange Ring	300 G
Power Brace	300 G
Guard Pendant	300 G
Sniper Goggles	200 G
Snake Hunter	500 G

A.G.W.S. WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
SWD21AG	320 G	288 G
SWD34VX	320 G	288 G
AXE11AG	600 G	540 G
SMG32VX	660 G	594 G
FLM64AG	800 G	720 G
HMP33AG	700 G	630 G
BMP45VX	680 G	612 G
ECM1-VX	1200 G	1080 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE	10% DISCOUNT
Auxiliary Armor A	100 G	90 G
Auxiliary Armor B	200 G	180 G
EF Circuit A	200 G	180 G
EF Circuit B	400 G	360 G
Armor Protect Unit	500 G	450 G
Gear Shield	500 G	450 G
M Chip Guard	500 G	450 G
AP Shield	500 G	450 G
Cockpit Guard	800 G	720 G
Guard Cleaner	2000 G	1800 G
Guard Recovery	2000 G	1800 G
Anti-Fire Armor	1000 G	900 G
Anti-Ice Armor	1000 G	900 G
Anti-Lightning Armor	1000 G	900 G
Anti-Beam Armor	1000 G	900 G

A.G.W.S. AMMO

LIST	NORMAL PRICE
ECM1B2	270 G
ECM1B3	270 G
ECM1B4	270 G
ECM1B5	270 G

A.G.W.S.

LIST	NORMAL PRICE
VX-4000	50,000 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

A.G.W.S. FRAME

LIST	NORMAL PRICE
VX01-F04	2000 G
AG02-F04	2000 G
VX02-F04	2000 G

A.G.W.S. GENERATOR

LIST	NORMAL PRICE
VX01-G04	2400 G
AG02-G04	3200 G
VX02-G04	2800 G

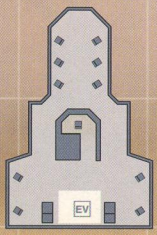
PATIENT ALLEN

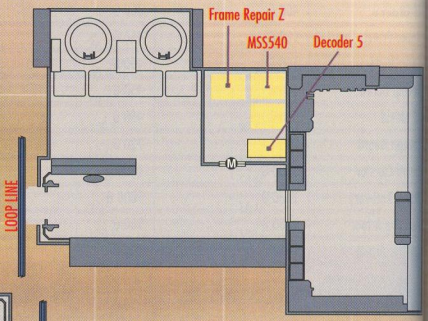
Ready to proceed with the story line? Return to the Dock inside Durandal and enter the Elsa. Allen is waiting just below the air lock entrance. Speak to him in order to continue the long quest.

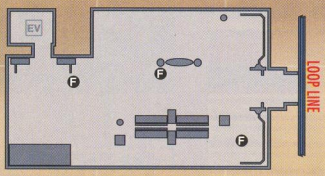
ENCEPHALON: MILTIA

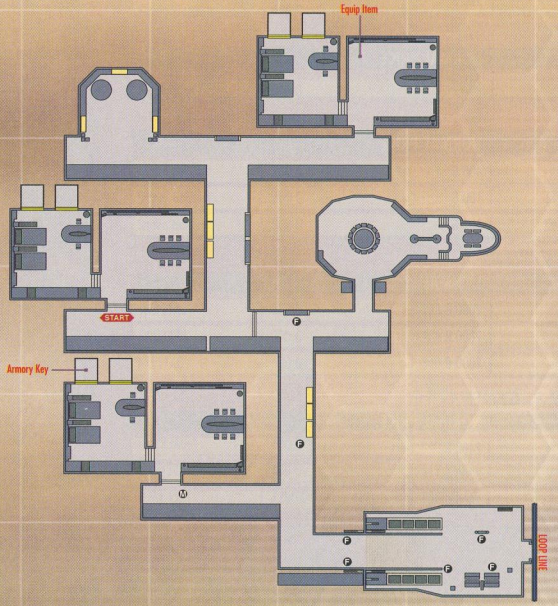
OBJECTIVES

1. Escape from house arrest in the Durandal.
2. Fight Federation Soldiers in the corridors.
3. Reclaim your equipment.
4. Obtain the Armory Key in Shion's living quarter's closet.
5. Raid the valuable items in the armory of the Hangar.
6. Sneak onboard the Elsa at the Dock.
7. Plunge into the encephalon of KOS-MOS.
8. Navigate separate parties through war-torn Miltia.
9. Reunite in the woods.
10. Visit the isolated church.
10. Defeat the representation of fear.

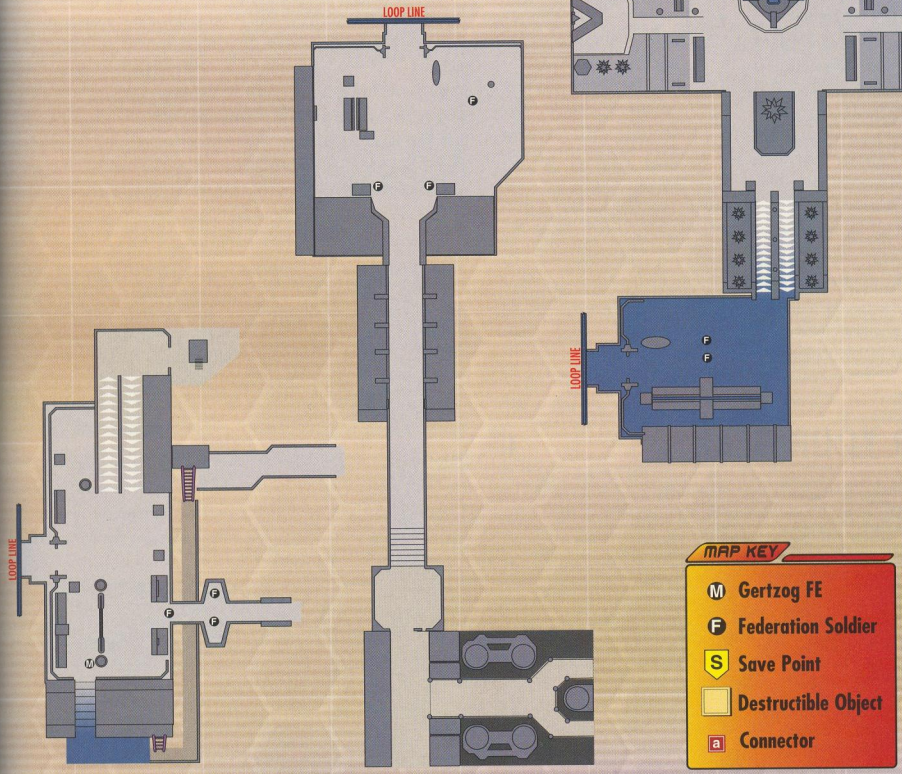








ON THE DURANDAL



ENEMY DATA

NAME	HP	WEAK VS.	EXP	G	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Fed. Soldier A	320	Pierce/Fire	180	200	6	6	6	Escape Pack	-
Fed. Soldier B	360	Pierce/Fire	250	300	10	6	8	Escape Pack	-
Gertzog FE	580	Spirit	360	400	18	4	16	Med Kit DX	-

BREAKOUT!

chaos offers to take out the two guards directly outside the party's quarters single-handedly. Use normal close-range slashing attacks to disable each foe more quickly. Thereafter, the rest of the party joins in each battle. Federation Soldiers patrol the corridors of the Residential Area, and there is no way to avoid confrontations.

The ideal party for dealing with the soldiers stationed onboard the Durandal includes Shion, Jr. and Ziggy. This group should be able to take on the Federation Soldiers easily, and they are the best prepared to take on any Gertzog FE mechs that might show up unexpectedly.

FIND YOUR GEAR

With the Connection Gear confiscated, you are unable to destroy any environmental objects until you find the tool. The second corridor of the Residential Area is blessedly free of patrols, so head toward the living quarters where the U.M.N. Shop plate is located. A blue chest is located beside the silver object, and contained inside is the **Equip Item**. Now you may resume collecting items by destroying environmental objects.

CAN'T LEAVE WITHOUT IT!

If you attempt to leave the Residential Area without first reclaiming the party's gear, a short scene will occur. You receive reminders on every attempt to leave the living quarters sector without the Equip Item.

ARMORY KEY

Getting through the Residential Area corridor closest to the train station is not as simple. Five enemy parties patrol the passage! Be sure to fight every one of them in order to improve the fighting abilities of characters.

Outside the living quarters where Shion normally resides, a large Gertzog FE mech stands watch. Defating this is easier if you slip chaos back into the party briefly. His Lunar Seal Tech Attack is devastating to the mech, as is Jr.'s Moonlit Serenade. If both characters can perform these attacks with only 4 AP, your battle against the mech should be easy. Also remember that MOMO can put Gertzog FE pilots to sleep for as long as desired.

Blast the left closet inside the red-carpeted living quarters to reveal a new item chest. Inside is the **Armory Key**, which unlocks the weapon storage in the Hangar area. Cleave your way through the numerous soldiers in the corridor and standing around the train station, and ride the tram to the Hangar area.

LIMITED MOVEMENT

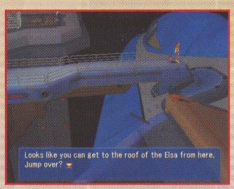
Many Federation Soldier parties guard each area, and you cannot access certain locations such as the Bridge, the Park, and the Isolation Area. Unless you just want to start a bunch of fights, you should relocate directly from the Residential Area to the Hangar, then head straight for the Elsa at the Docks.

HANGAR TREASURES

Arriving at the Hangar area, a sole Gertzog FE party guards the Armory. After defeating them, use the Armory Key to unlock the enclosed area. Destroy the containers inside to obtain **Decoder 5**, **MSS540** ammo, and a **Frame Repair Z**. Take the train from the Hangar straight to the Docks, to sneak onboard the Elsa.

DOCK INFILTRATION

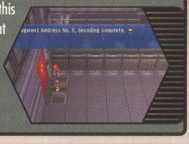
The only way to enter the Elsa is to sneak onboard. From the train platform, move right toward a short door. Defeat the Gertzog FE party guarding this route, then use the catwalk to navigate under the air lock entrance. Climb up the ladder at the end and jump onto the roof of the Elsa. Shion locates the hatch on top of the ship, and uses the cargo elevator to enter.



Head down to B2, and navigate to KOS-MOS' service pod located in the lab on the other side of the A.G.W.S. Hangar. The robot in the Elsa's hangar now sells all the same A.G.W.S parts and equipment available at the Kukai Foundation's A.G.W.S. Parts Shop. Entering KOS-MOS' lab on the Elsa, the heroes begin a dive into her virtual subconscious.

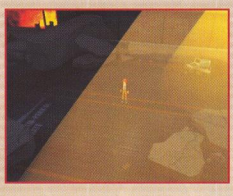
ELSA'S RED DOOR

If you have followed the Walkthrough exactly to this stage, you should be able to decode the Segment Address located in the warehouse just forward from Ziggy's maintenance lab. Now is a good time to open the golden chest on the platform and secure the **Robot Part Left Leg**.



MEMORY TO REALITY

Inside the Encephalon (see the maps on the following pages), the party splits into two groups. You must navigate both parties through their respective areas until the whole group is reunited.

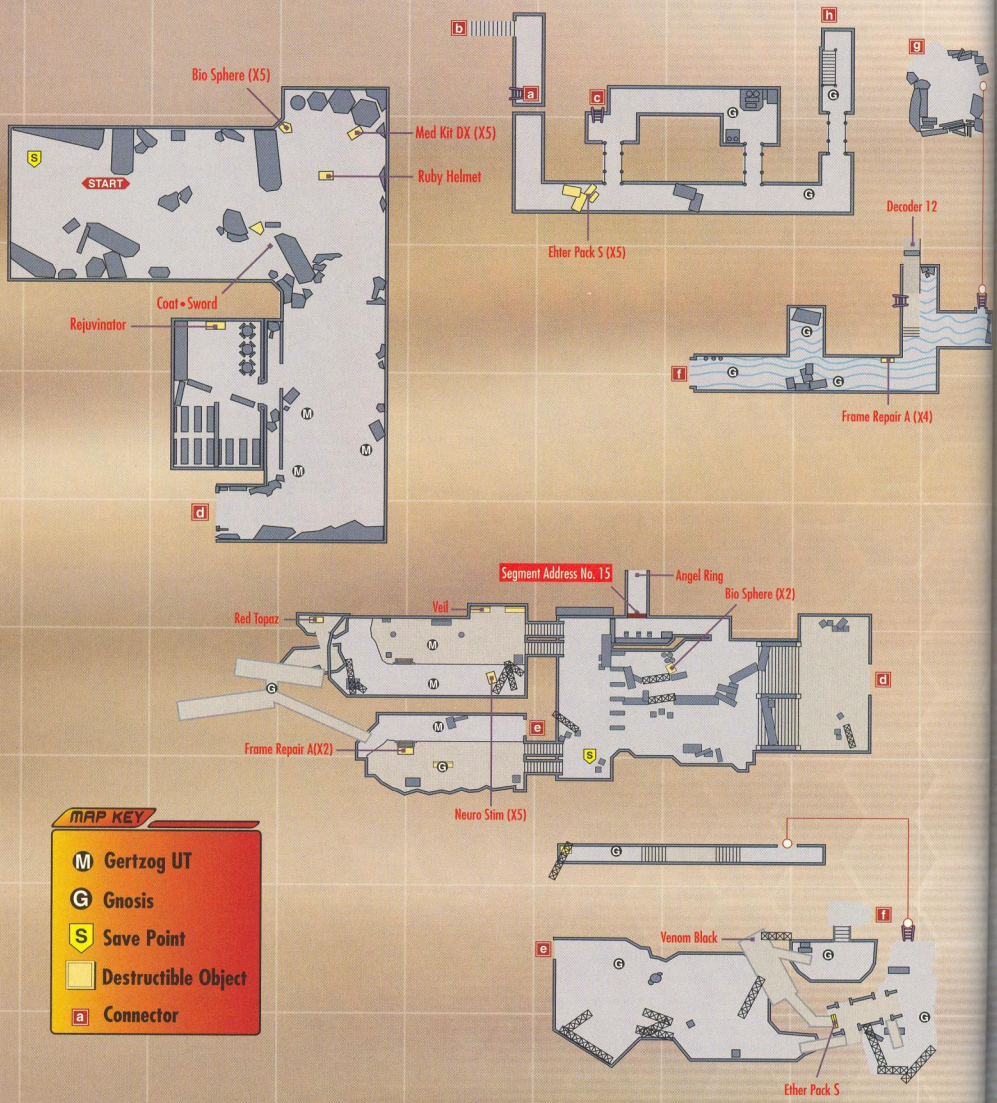


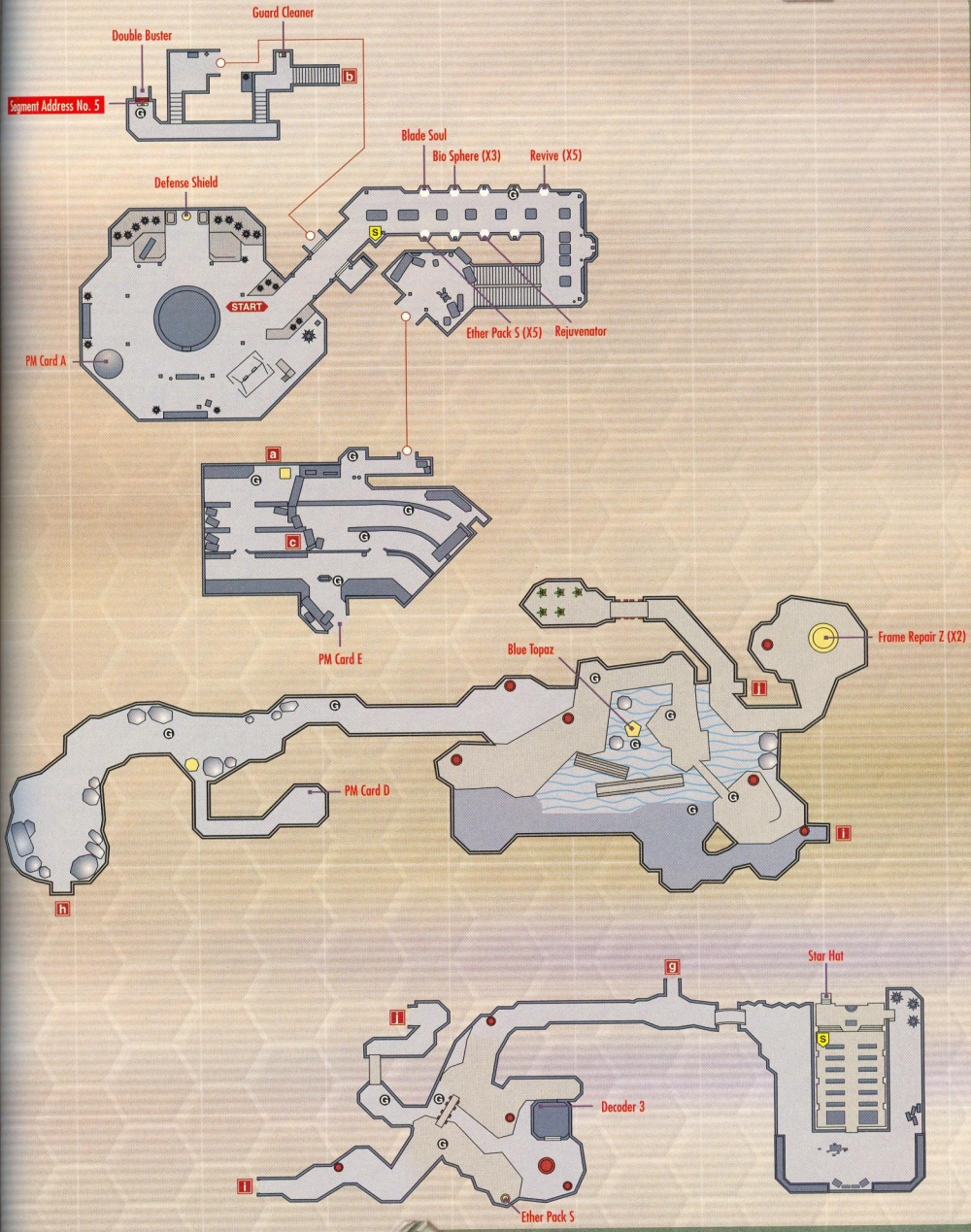
First, Jr. must lead Ziggy and MOMO through the rubble-strewn city streets of Miltia. Mechs fly overhead, scouring the ground with searchlights. If Jr. steps into a search light, the usual enemy WARNING appears. You must outmaneuver the center of each spotlight in order to avoid combat. Destroying environmental objects and debris also draws the attention of the hovercraft, and their spotlights zip across the ground to locate you.

FIGHTING AS THREE

This is your opportunity to develop the two characters who missed out on most boss fights, and are probably suffering from underdevelopment. MOMO's Ether attacks work great against mech types, and her close-range slash attacks are good to use against Dirlewangers. When encountering a Kubel and soldiers, use her first turn to put the flying mech pilot to sleep. Ziggy should be able to take out a Dirlewanger each turn if he can execute Cyber Kick with only 4 AP. Lightning Fist is extremely useful against flying Kubels. Jr.'s Moonlit Serenade works great against Kubels and Gertzog UT foes.

IN THE ENCEPHALON




Guard Cleaner
Double Buster
Segment Address No. 5
b
Blade Soul
Bio Sphere (X3)
Revive (X5)
Defense Shield
S
START
Ether Pack S (X5)
Rejuvenator
PM Card A
a
c
PM Card E
Blue Topaz
Frame Repair Z (X2)
f
PM Card D
i
h
g
Star Hat
f
S
Decoder 3
i
Ether Pack S

ENEMY DATA

NAME	HP	WEAK VS.	EXP	G	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Dirlewanger	380	Fire	220	400	12	6	10	Med Kit S	Ether Pack S
Kubel	800	Lightning	420	0	18	6	20	Junked Circuit A	-
Bugbear	980	Spirit	480	0	24	2	6	Med Kit S	Tech Upgrade A
Kobold	280	Slash/Light.	260	0	12	4	10	Kobold Blade	-
Troll	1200	Spirit	800	0	30	2	6	Med Kit S	Med Kit DX
Larva Doll	Varies	HP Recovery	380	0	16	20	8	Neuro Stim	Cure-All
Gremlin	420	Pierce	320	0	10	6	2	Revive	Med Kit S
Sky Fish	560	Pierce	380	0	13	10	4	Escape Pack	-
Gertzog UT	640	Spirit	380	600	22	6	20	Med Kit S	Med Kit DX
Basilisk	480	Slash	300	0	14	10	4	Ether Pack S	Ether Upgrade A

DUCKING THE SEARCHLIGHTS

Use the save point near the starting zone, then navigate along the bottom of the first street to reach a chest containing a **Coat•Sword**. Head north from the t-intersection to a very dark dead end, and remove the debris with the Connection Gear to unveil **5 Bio Spheres**, **5 Med Kit DX**, and a **Ruby Helmet**. Head south under the bridge until a short event begins.

MEANWHILE...

Shion and chaos find themselves on a playground at twilight, at the opposite end of the Encephalon. From the starting point, head back to the left side of the playground and destroy the cylinder to obtain a **Defense Shield**. Note the two locked doors near the exit, and proceed into the next area.

ANTI-STATUS CHECK!

Prepare Shion and chaos for combat by equipping them with accessories or skills to negate the effects of Physical Defense Down, Confusion and Poison.

MONUMENTAL TERROR

Use the save point in the next area, and shoot the cute characters on either side of the walkway to obtain **5 Ether Pack S**, the **Blade Soul**, **3 Bio Spheres**, a **Rejuvenator** and **5 Revives**. One of the statues in this park area is actually a Gnosis pretending to be a mascot! The lone Bugbear should not be difficult to handle. Just use Shion's and chaos' beam and spirit attacks. Descend the stairs and continue out to the street area.

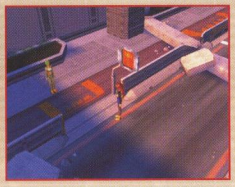
KOBOLD STREETS

Shion and chaos must wind their way through a series of streets blocked by rubble. The enemy groups encountered in this area consist mainly of Bugbears coupled with Kobolds. The smaller creatures are the ones to fear, so take double precautions every time they appear in a monster party. Do not hesitate to transmit both characters into their A.G.W.S. if you want to have any chance of surviving these encounters. Be sure that both mechs are equipped with Guard Recovery accessories to recover FHP, and equip missile pods to attack the entire group of Kobolds at once. All of the enemies in this area are unavoidable so keep your A.G.W.S. in good shape at all times.

After moving back and forth across several street sections, look for a Kobold enemy set guarding a chest in a small alcove at the south end. The chest contains a **PM Card E**, and it is possible to use the sign-post in the alcove to outmaneuver and avoid the Kobold.

MANHOLES AND EVIL DOLLS

Continuing northwest, Shion and chaos discover an open manhole. However, do not descend just yet. A person is standing at the top of the area, but it turns out to be an enemy in disguise. After the encounter, shoot the large container in the corner to reveal a second manhole. Descend the corner manhole instead of the previous one.



LARVA DOLLS

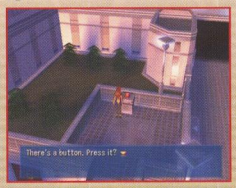
The Blade Soul will prevent Confusion, which the Larva Doll will cast on one or both characters. This monster absorbs all normal strikes and Tech Attacks. Instead, cast Shion's Medica spell upon the doll and it should die instantly! If you equip your characters to increase the receipt of rare items, you may garner valuable Cure-All items by defeating these sinister beings.

THE TROLL UNDER THE BRIDGE

Head north in the sewers, and ascend the stairs. Shion and chaos have returned to their starting point, but now they can open the blocked areas. Press the switch near the entrance to unlock the enclosed area.

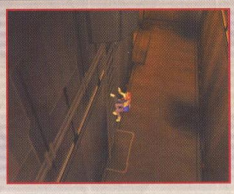
Head down the steps and cross under the bridge to tackle the Troll Gnosis on the opposite side. Behind the monster is **Segment Address No. 5**. If you have been playing well, you should have the proper decoder. However, the Troll reappears when you emerge from the secret room. Equip the **Double Buster** on chaos for the time being to increase his number of Spirit Tech Attacks per turn.

Ascend the west stairs and press the switch at the top to unlock the second door. Cross the bridge and enter the enclosed area. Destroy the sign to reveal a chest containing a **Guard Cleaner**. Equip this valuable accessory on one of your A.G.W.S., to be prepared for an upcoming boss fight.

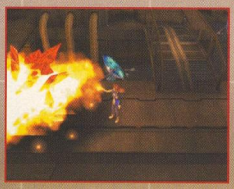


SEWER CROSSING

Unless you are eager to re-navigate old ground and fight all the same Gnosis over again, head back through the sewer to the street area. Use the first manhole on the street to enter the main sewer channel.



Cross the bridge close to the entrance point, and head left to destroy some debris in exchange for **5 Ether Pack S**. Return to the other side of the channel and head east to encounter a flying Gnosis set. Spell Ray or Lunar Seal can easily eradicate Gremlins. However, the Sky Fish pose some serious problems, and you might want to transmit Shion to her A.G.W.S.



Behind the first Sky Fish enemy set is a switch. Press it to unlock a door, although Shion and chaos cannot access it. Leave it for the other party to find.

Cross the next two bridges and head north to fight a set of Larva Dolls. Descend into the murky waters and head north out of the sewer tunnel.

SUBWAY ENTRANCE

Time to lead Jr.'s party a little further down the path to reunification. Head left around some debris into the open shop. Obscured by the display windows is a destructible object at the back of the shop. Claim the **Rejuvenator**, and continue south on the Miltian street where Gertzog UT units patrol.

MOMO's beam attacks executed with ▲ are quite effective against the mech units, and it does not hurt to put one Gertzog UT pilot to sleep as usual. Jr. causes a lot of damage with Moonlit Serenade attacks, and Ziggy should use Lightning Fist or BMP55SX to get by. Enter the subway station at the bottom end of the street.

TURNSTILE HOPPING

Head east through the turnstiles, and use the save point by the stopped escalators. Enter the second turnstile from the top of the row, and navigate upward to a door in the wall. Instead of entering, blast away the wreckage on the left to receive **2 Bio Spheres**.

Continue outside the front of the building until you reach the end. Shoot the Connection Gear to smash the windows, making it easier to see inside. Now you can enter the building and clearly see the **Segment Address No. 15** inside. The decoder for this door should already be in your possession. The **Angel Ring** contained in the gold chest inside the secret room is a great gift for MOMO, to make her transformations easier.

LINE DISCONTINUED

Of the two escalators leading down to the subway station, head down the northernmost set first. Destroy the benches near the back wall to obtain a **Veil**. Descend the steps down to the tracks, and blast the wreckage at the eastern end to obtain **5 Neuro Stim**.

Return to the area with turnstiles, and use the save point again if necessary. Head down the south escalators, and avoid blasting the bench unless you would like to fight some Kobolds. In order for this party to deal with the fast-attacking Kobold menace, move MOMO behind Ziggy and use Bodyguard to negate damage. Jr. should hop into his A.G.W.S., which should be equipped with a beam pod or missile pod to attack all the Kobolds at once.

Destroy the debris blocking the steps to reveal **2 Frame Repair A** items. Head left up a ramp to the top of the crashed subway car and defeat the Larva Doll waiting at the top by casting MOMO's Life Shot on it. Descend the ramp on the opposite side of the train to a small platform. Obliterate the soda machine here to obtain the **Red Topaz**. Return to the tracks and head east into the next section of tunnel.

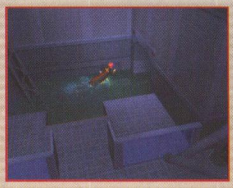
FALLING DEBRIS

Use the ramp to enter the crashed train car and head east inside the subway to the opening at the other end. Defeat the Bugbear set and climb up the tall ladder to the high balcony.

After healing the Larva Doll at the western end of the balcony, use the Connection Gear to shoot the object at the end. The burning debris falls to the level below, knocking an item chest into a reachable location.

Return to the ground floor and navigate back around to the front of the wrecked to train to claim the **Venom Block** accessory in the chest. You should wait for your next opportunity to equip this on Shion or chaos.

Reenter the train and blast aside the door at the western end of the wreckage. Pick up the **Ether Pack S**, then head over the capsized train car, and descend the steps into the muck in order to enter the sewer tunnel.



SIFTING THROUGH THE SLIME

Jr.'s party must now navigate through the sewage-filled, Gnosis-infested lower section of the sewer where Shion and chaos recently visited. Cross under two bridges and defeat the flying enemy sets with projectile and beam attacks. Destroy a small panel at the second corner to receive **4 Frame Repair A**.

If Shion and chaos unlocked the door on the nearby platform, then you may climb the short ladder and access the item chest to receive **Decoder 12**. Return to the muck, and continue east under the last bridge to the ladder on the opposite side.

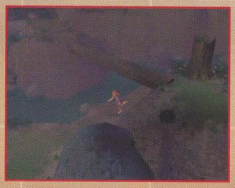
HIDDEN IN THE FOREST

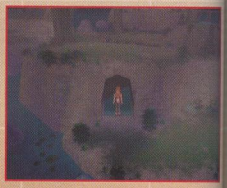
Be certain to protect Shion and chaos against poisoning before you proceed, and equip one of your characters with the Venom Block accessory to negate damage from an attack by the new Gnosis type, Basilisk. Use the save point near the sewer pipe and cross into the forest until you encounter the first Basilisk set roaming about. Basilisks are easy enough to defeat with Shock Blade or Heaven's Wrath Tech Attack. Use T.Pts. to make both of these attacks available to the characters on every turn.

Very near to the initial Basilisks' location is some roughage to disintegrate. Moving downward, enter a hidden passage through the brambles. Turning right, this covered path leads to a nice campground where the **PM Card D** awaits inside a treasure chest.

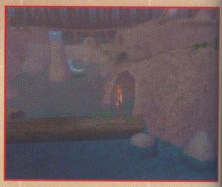
THE SECRET CAVE NETWORK

Continue into the area, following the raised path around a small pond. Cross the log bridging the gap, then descend the slope and head under the log back toward the west. After defeating a set of Kobolds, move into the corner until the Connection Gear targets a weak section of the rock. Blast through to reveal a small tunnel.



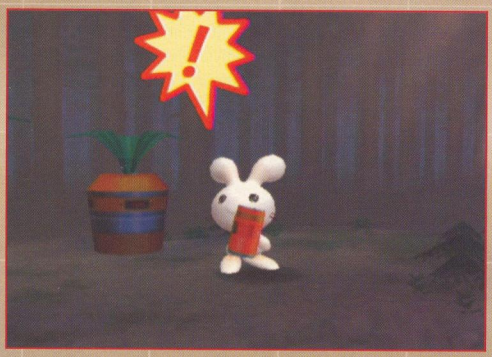


Move into the tunnel, and blast your way through the other side. The party is now wading through the forward edge of the pond. Follow the water under the log and curve around the embankment until the character can move no further. Shoot through the rock, and blast the column upon which the item chest sits. The chest contains a **Blue Topaz**. Exit the pond by navigating back through the caves, and proceed east into the next area.



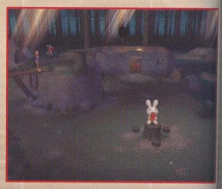
BUNNIE'S CARROT PATCH

Proceeding into the next section, a bizarre event occurs. The character usually representing Shion's U.M.N. AI is harvesting some carrot juice from a patch of oversized carrots. To reach the patch, you must navigate the party through the next two areas.



BUNNIE RACE

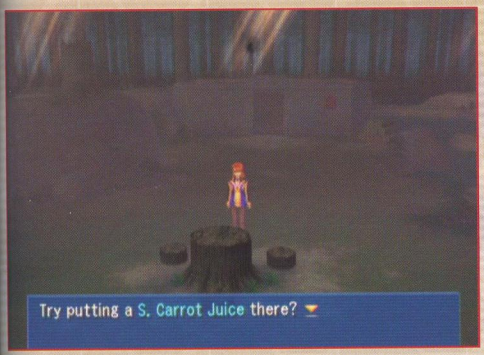
Slog up the embankment and head to the right from the bridge. Defeat the enemy set containing a Troll, then blast the tree stump to obtain an **Ether Pack S**. Cross the wooden bridge, and Shion spots Bunnie retreating into its house with some juice. The rest of this section explains how to obtain some juice for Bunnie, and use it to bait the creature out of its house while you sneak inside.



Head down the slope to the left and continue heading west until you find a raised bridge. Shoot the crank with the Connection Gear to lower the bridge. Cross under the waterfall and through the cave into the back section of the previous area.

First, move up the slope to the right and hollow out the tree trunk with the Connection Gear in order to obtain **2 Frame Repair Z**. Cross the wooden bridge west, and blast the carrots to obtain **4 S. Carrot Juices**. You may only obtain four at a time, so you only have four chances in a row to race Bunnie into the hut. If you fail all four times, you must return to the carrot patch and collect four more S. Carrot Juices in order to keep trying.

Return to the area outside Bunnie's house, and move toward the tree stump table. Set a S. Carrot Juice on the table, and your character automatically retreats to a corner of the area while Bunnie emerges from the house.



After Bunnie takes the juice, it circles the table a few times. During the emergence scene, your character is standing behind a low bush. If you continue standing there, Bunnie will spot you and race back into the house. As soon as you can control the onscreen character, move a few steps toward the right to better conceal your character behind the tree. Although Bunnie passes your location, do not expose yourself yet. Bunnie also has some bizarre eyes in the back of its head, and it will see you emerge from the brush. Wait until Bunnie circles the stump and faces east and west on the lower side of the seats. When Bunnie is in this position, you should be able to run out of your hiding spot and dash toward the house long before Bunnie even notices you.

If Bunnie beats you to the door of the house, you have to try over again. However, if you manage to get inside before Bunnie then it will relent and you can take **Decoder 3** from the item chest in the house.

CHARACTER REUNION

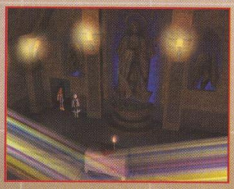
Continue along the path behind Bunnie's house to the next section, where the entire party is reunited. If you wish to explore the sectors from where MOMO, Ziggy and Jr. just emerged, you may enter the spatial distortion hovering amongst the trees. Otherwise, proceed across the low bridge and enter the front door of the church.

CARD FANATIC?

Travel back through the forest, sewer and park, along the path Shion and chaos navigated. Make Jr. the onscreen character for your party, and enter the small purple dome at the bottom of the playground. Only a person of short stature may enter the dome and locate the **PM Card A** contained within.

PREPARATION TO FACE FEAR

Inside the church, speak to the female figure standing next to the northwestern door to restore all your characters to full health. Save your game at the nearby U.M.N. gold plate, and make sure that all your party and your mechs are properly equipped. When you are fully prepared, enter the northwestern door.



Equip your mechs with Guard Recovery and Guard Cleaner accessories. If your supplies do not permit this, then equip them with AP Shields and Cockpit Guards to prevent the status impairments inflicted by the boss. Equip all your A.G.W.S. with dual weapons in order to perform two-fisted W-ACT attacks. Your character party must include Shion and Jr., plus a third A.G.W.S. pilot. Equip your characters with skills and items to prevent Confusion as well. If possible, increase the speed of Shock Blade and Prelude to Battle, and set them into their high-speed slots on the Tech Attacks submenu.

TIAMAT

HP	WEAK VS.	ITEM	RARE ITEM
6400	Beam/Pierce	B-MAX Circuit	Revenge Power

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
100	20	50	24	32	40	10	15600	0	180	160	120

The characters will not likely be able to withstand the attack-all and counterattack assaults of Tiamat on their own, so use each character's first turn to transmit them into their A.G.W.S. armors. Having equipped your mech suits with the proper anti-status abnormality accessories before the battle, building AP and launching W-ACT attacks should be no problem. When inflicted with status abnormalities, A.G.W.S. equipped with Guard Cleaners can simply defend for a turn to recover.

Guard to recover FHP and remove A.G.W.S. status impairments with the use of accessories, and launch W-ACT attacks whenever possible. Through this method, it is simple enough to weaken and defeat Tiamat. However, there is a trick to finishing off this formidable monster.

Shion and Jr. should guard to build AP. If possible, use Boost1 Ether on both characters to increase their frequency of turns over the boss. Try to delay Tiamat's reaction to Shion's turn as long as possible or it will inflict massive damage on all the party at once. When ready, launch a triple attack ending with an appropriate Tech Attack. Determining the right attack to use is also tricky. The weakness of Tiamat changes depending upon which side is facing the party. The side featuring the tail arm is weak versus piercing attacks such as Prelude to Battle or Shock Blade. The other faces are weak versus Beam attacks such as Moonlit Serenade or Spell Ray.

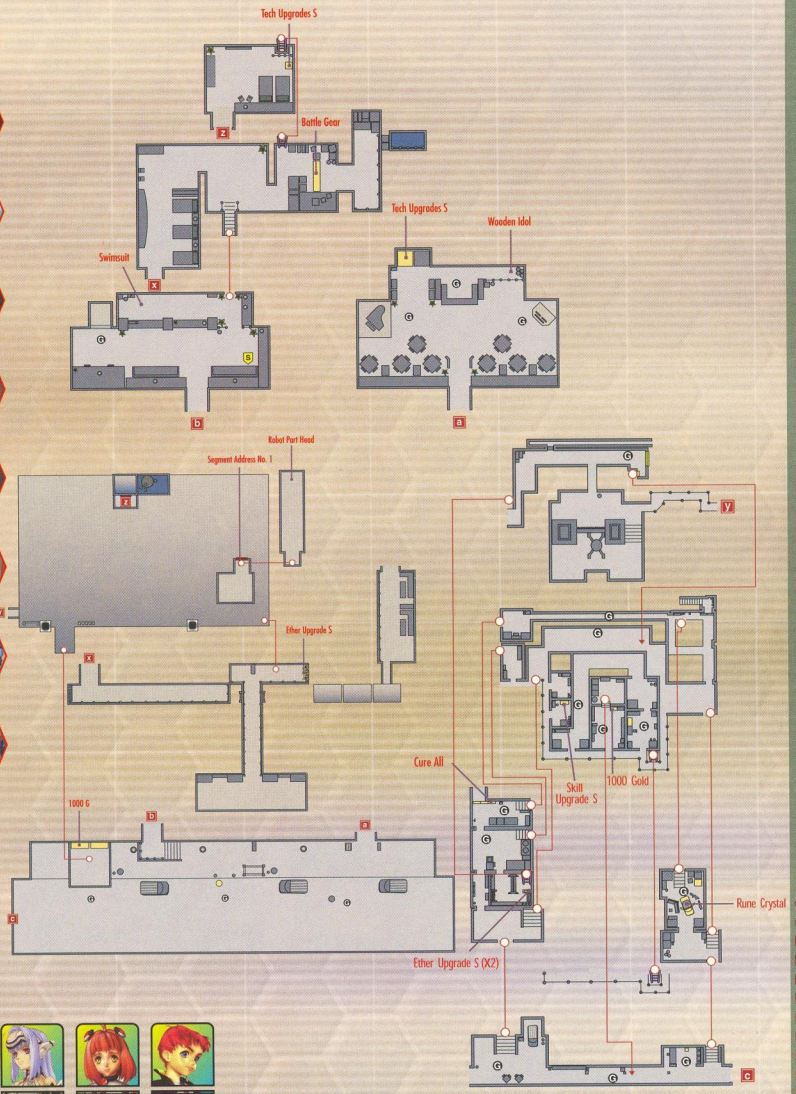
Shion or Jr. must be the character to perform the finishing blow on Tiamat, and neither can accomplish this from within their A.G.W.S. When such a message appears onscreen, Tiamat will recover 1500 HP and keep attacking. Remove your characters from their A.G.W.S., and start attacking conservatively. Keep the party alive by casting Healing Dew every turn, or Medica All.

Once Shion or Jr. delivers a finishing blow, Tiamat heals itself and the other person must provide a finishing blow. Keep very careful track of how much damage each attack delivers, and make sure that the appropriate character is the one to finish off the monster.

KUKAI FOUNDATION (SECOND PART)

OBJECTIVES

1. Find Allen in the Iron Man bar of City Sector 26.
2. Return to the Kukai Foundation in the shuttle.
3. Rescue citizens cornered by Gnosis in City Sector 26 & 27.
4. Access new areas of City Sector 26 & 27 to find rare items and equipment.
5. Confront Gigas at the exit of City Sector 26.
6. Exit City Sector 26 & 27 and return to the Durandal.
7. Go back to the Launch Pad to search for MOMO.
8. Keep searching for MOMO at the Residential Area on the Durandal.



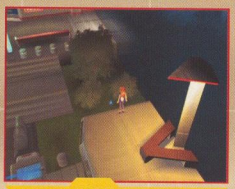
MAP KEY

- G Gnosis
- S Save Point
- Destructible Object
- a Connector

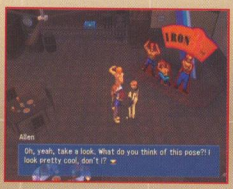
ENEMY DATA

NAME	HP	WEAK VS.	EXP	G	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Bugbear	980	Spirit	480	0	24	2	6	Med Kit S	Tech Upgrade A
Kobold	280	Slash/Lightning	260	0	12	4	10	Kobold Blade	-
Troll	1200	Spirit	560	0	30	2	6	Med Kit S	Med Kit DX
Larva Doll	300	HP Recovery	380	0	16	20	8	Neuro Stim	Cure-All
Larva Face	300	HP Recovery	500	0	16	20	8	Neuro Stim	Cure-All
Basilisk	480	Slash	300	0	14	10	4	Ether Pack S	Ether Upgrade A
Gel Fish	1800	Pierce	1200	0	36	24	8	Cure-All	Ether Pack DX
Wyrm	1000	Pierce	900	0	25	14	6	Cure-All	Ether Pack DX

SHION'S CONCERN



If you heard the "great story" from Pink Bug, remember to search the right side of the Park for Decoder 1.



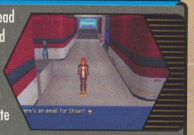
Exit Shion's quarters and head to the train station. Ride to the Dock, and take the shuttle to the Kukai Foundation. Look for Allen inside the Iron Man bar in City Sector 26, posing next to the action hero standees. Finding Allen triggers a troubling series of events, and Gnosis invade City Sector 26 & 27. Therefore, before you meet Allen it is a good idea to get all of your shopping out of the way and take care of any loose ends.

RETURN TO ENCEPHALON

Leave any items inside KOS-MOS' subconscious? Now you may return through the EVS to the simulated Miltia. The notification arrives just as you are stepping away from Shion's bed.

KOS-MOS UPGRADES FROM VECTOR

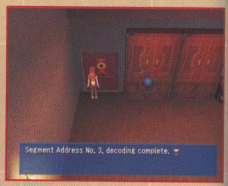
Exit Shion's living quarters on the Durandal and head toward the train boarding area. Shion receives word from Vector that KOS-MOS now has one of her most powerful Tech Attacks, X•BUSTER, as well as an amazing new weapon called F•RSHOT. Remember to equip KOS-MOS properly before setting out to eliminate your next batch of Gnosis.



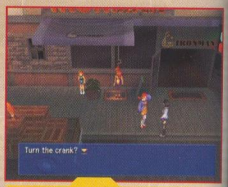
CAJOLING OR CONGRATS

The mail bombing continues! If you replied to the last email from the hackers, Shion receives a confirmation or denial near the train boarding area. If you guessed that the hacker was onboard the Durandal, the hacker gives up peacefully. If you guessed wrong, the person only makes fun of you.

TASKS AND PREPARATIONS

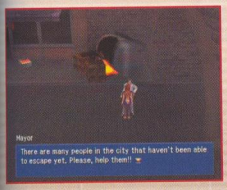


The shops in the Kukai Foundation and the Dock Colony hold roughly the same inventory, with the exception of the VX06-F04 Frame now available for the VX-4000 at the "TALK TO ME" store. With Decoder 3 gained from the Encephalon, unlock the Segment Address inside the Foundation Cleaners, and claim the **Robot Part Right Leg**. Take the two robot legs to the Professor's Robot Foundation Academy and Shion attains the **Dominion Tank** Ether summons. With all that taken care of, Allen awaits inside the Iron Man bar.



On your way into the Iron Man, use the crank to lower the awning over the entrance. You will not be sorry!

RESCUE THE FOUNDATION CITIZENS



Following the Gnosis invasion, head directly to the Dock and board the shuttle to the Kukai Foundation. The evacuees are already lining up, and there are more people to rescue from City Sector 26 & 27. Just inside the entrance of the city area, the Mayor stands ready to greet the party. He sells you any items needed, and his inventory list matches the one previously offered by the clerk at the "OUR TREASURE" Hotel. The Mayor also keeps track of how many citizens in the Kukai Foundation remain in danger.

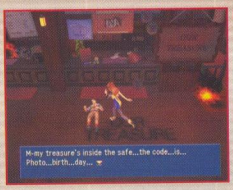
SPECIFIC PARTY USAGE

The Gnosis encountered in the buildings and city streets of both sectors are quite a bit more tricky and dangerous. Changing the party members before each battle ensures a higher rate of combat success, because certain heroes are better suited to take on the specific enemies located here. For sets of three Bugbears, use characters with beam attacks such as Shion, Jr. and KOS-MOS. Inside the hotel and the bar, use the slash attacks of KOS-MOS, MOMO, and chaos to fly through sets of Kobolds and Basilisks.

Use the flame canister near the first Bugbear to gain a Boost advantage. Trap the Gel Fish hovering outside the hotel by shooting the nearby purple canister. While the characters will have an easier battle if the Gel Fish can't use its Poisonous Bubble attack, you still need Shion, Jr. or chaos to hop into their A.G.W.S. while KOS-MOS fires up her new F·RSHOT. Have MOMO transform and steal as many rare items as possible in this zone, because they are needed in the hours to come.

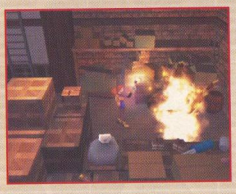
Equip Shion's A.G.W.S. with twin gatling guns to finish off a Gel Fish quickly!

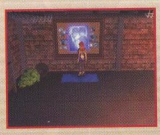
HOTEL HOSTAGE



The inn clerk lies dying just inside the entrance. While he mutters something about a code, a Troll prevents access to the nearby family safe. Use the save point, then head behind the counter to obtain a **Swimsuit** from the blue item chest. Considering the massive number of special points awarded by foes in this stage, be certain to equip this item on MOMO, Shion, Jr. or chaos.

Upstairs in the hotel, head to the right and destroy a shelf dividing the storeroom. Pickup the **Battle Gear** left behind. Continue through the archway to the balcony area above the Iron Man bar. Press the switch to raise the cargo elevator to open access to the area behind the bar.

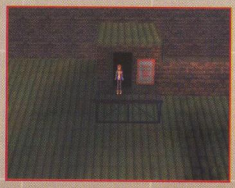




Return to the second floor of the hotel and climb the ladder up to the loft. Vaporize the nearby crate to reveal a **Tech Upgrade S**. Examine the well-lit photo hanging on the back wall to obtain a clue regarding the safe's code.

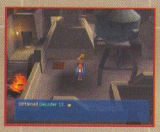
Descend back down to the hotel lobby and defeat the Troll blocking access to the safe. Enter the PIN **1028** into the safe lock. Inside is the daughter of the inn clerk, and upon speaking to her you have saved your first citizen!

ROOFTOP SLIDE



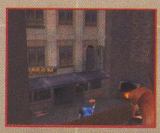
Exit the hotel through the third floor. Stepping off the tiny platform outside the door, the character begins to slide toward the edge of the building. As depicted on the maps, there are several features on the rooftop. Unfortunately, you cannot hit all the areas in one slide. Several slides from the third floor are required to hit each zone.

On your first slide, move toward the right until the character lands on a small ledge where **Segment Address No. 1** is located. If you brought the proper decoder from the Durandal, unlock the door and obtain the **Robot Part Head** inside. Refer to the "Side Quests" section in **PART III: APPENDICES** for instructions on how to complete the Professor's invincible robot.



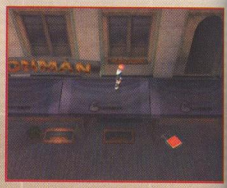
Head back to the top of the hotel and slide all the way to the left. You should be able to slide down behind a chimney, and make your way over to a doorway leading into City Sector 27. Cross the short catwalk and open the blue chest on the rooftop to secure **Decoder 13**.

MOMO'S HIDDEN OPPONENT



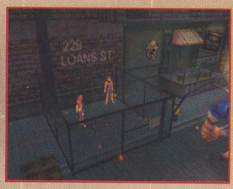
Sliding off the edge of the roof, you should land on a narrow balcony outside of the second floor of the hotel. Follow the bridge across the street into a small room in a building on the opposite side. Each window reveals a telling vantage point, revealing important clues about City Sector 26. A man hides behind the dumpsters on the street, and there is an open window on the second story above the eastern side of the Iron Man bar.

Return across the grated bridge to the north side of the street, and vaporize the plant arrangement nearby to receive an **Ether Upgrade S**. Change your party formation and make MOMO the onscreen character. Head west off the catwalk onto the awnings, and quickly cross the slanted surfaces over to the open window.



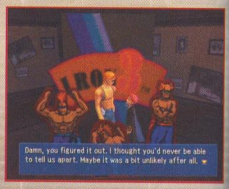
On the eastern balcony, overlooking the Iron Man Bar, MOMO comes face to face with a bizarre half-Realian Gnosis. If MOMO accepts the strange girl's challenge, you must fight the overwhelming Mintia. Before accepting her challenge, read the details in the Side Quests section of **PART III: APPENDICES**.

DUMPSTER DIVER



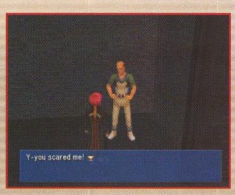
Sliding from the top of the hotel roof, navigate the character several steps to the left during the descent in order to slide off a short ramp. The character drops into the gated dumpster area. Vaporize the left dumpster to obtain **1000 G**, and shoot the right one to reveal a hidden citizen. Speak with the person to enact a rescue, then unlock the gate and exit back out to the street.

BARROOM BRAWL



As mentioned previously, optimize your party by placing Jr. and MOMO alongside KOS-MOS, and clear the Basilisks and Kobolds out of the bar. The poser is hiding from the Gnosis by attempting to blend in with the action hero standees on the eastern side of the room. Speak to him twice to convince him to take refuge elsewhere.

Enter the space to the left of the bar, previously blocked by the cargo elevator. Vaporize the two tall crate stacks, one box at a time. Obliterating the left column, collect the **Tech Upgrade S** left behind. The bartender is hiding behind the right crate column, so speak to him to enact yet another rescue. Cross behind the bar and defeat the Basilisk enemies set, then open the blue chest on the opposite end to receive a **Wooden Idol** accessory.

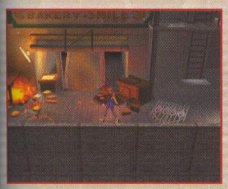


CITY SECTOR 27 STREET RESCUE

Head west into City Sector 27 and enter the small courtyard. Defeat the Gnosis that has caused an old man to crawl on top of the memorial. Afterward, blast the memorial statue and speak to the old man who drops to the ground. Another civilian rescued!

MYSTERY OF THE WYRM

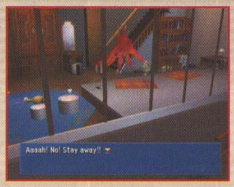
Continue west from the memorial park to locate a unique enemy in front of the bakery. You get only one shot at this creature. The Wyrm does not reappear like the other map enemies. Form a party with Jr., MOMO and Shion, and protect all your characters against "Slow" status abnormality. MOMO should transform and try to steal an Ether Pack DX from the creature with Magic Caster. Try to defeat it with Jr.'s gun attacks before it escapes, and time your elimination of the creature so that the Point Bonus icon is in the Event Slot. The Wyrm bestows a large amount of T.Pts and E.Pts, and even more if you can defeat it during a Point Bonus icon turn of the battle. Nevertheless, the creature usually tries to escape and negate your chances to earn the special point bonus. The Wyrm goes unlisted in the U.M.N. Database if it gets away.



LAVARE CLEANERS RESCUE

Enter the cleaners located at the western end of the sector, and head into the back room. Shoot the flame canister to aid in defeating the Larva Doll. Remember that using restorative spells or items are the only way to hurt Larva Dolls and their second form, Larva Face. Be sure that at least two of your characters can cast Medica Rest, while the third character recharges the other two with Ether Pack S items.

Move toward the barred window until you discover a person in peril in the back room. Fire blocks access, so you must find an external path into the area.



In the front room of the cleaners, speak to the woman to rescue her. She mentions that her son is hiding somewhere. Blast aside the counter on the right side of the room to receive 2 **Ether Upgrade S**, then climb up the ladder.

SPECIAL POINTS TRICK

The Larva Doll enemy positioned near the +1 Boost flame canister inside the cleaners presents a unique opportunity, one that you should take advantage of before proceeding to the challenging last stages of the game. Going in and out of the cleaners allows you to attack this enemy set endlessly, using the flame canister to your benefit each time. Be sure to defeat each enemy of the set only when the Points Bonus icon is present in the Event Slot. Equip the Scope accessory, or set the Search Eyes Skill so you know how much HP each Larva Doll has, and use Boost to manipulate the order of turns. By gaining 2x, 4x or 10x the number of S.Pts for Larva Dolls and Larva Faces, you can possibly gain between 30-100 T.Pts and E.Pts per battle! Use these points to access and increase the speed of the attack-all Tech Attacks of several characters, such as KOS-MOS' X•BUSTER, chaos' Angel Blow and Arctic Blast, MOMO's Angel Arrow, Ziggy's Executioner and Jr.'s Mystic Nocturne. In the coming stages, you must be able to utilize many attack-all Tech Attacks to stand any chance of survival.

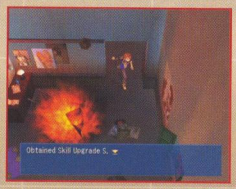
THE HIDING BOY

Crossing the rooftop, the party spots a kitty in peril. You cannot access the corridor from this side, and so you must find another route to rescue the cat. Continue across the narrow walk and defeat Larva Dolls on the other side. Target and destroy the wooden panel on the wall to reveal a small alcove, wherein the little boy from the cleaners conceals himself. Speak to him to rescue yet another citizen.

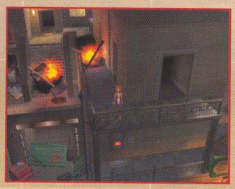
BAKER SHOP TACTICS

Climb back down the ladder into the cleaners and ascend the stairs at the rear of the first backroom. Exit the shop through the south door. Outside, you may move to the top of the second level to engage another Gel Fish with the aid of a purple Skill Lock canister. Head south, and enter the first door outside the boarding rooms above the bakery.

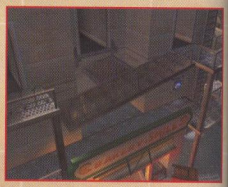
Move south in the small study, and blast the bookshelf barring access to the next room. Pick up the **Skill Upgrade S** left behind, and exit through the southwestern door.



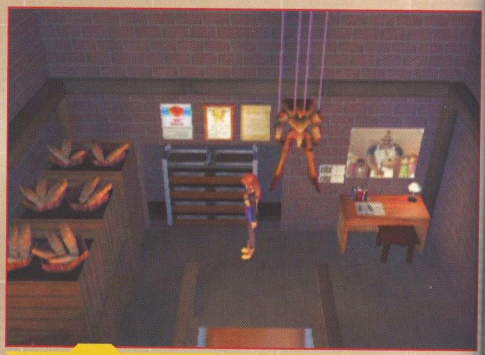
Follow the catwalk outside the building to the open doorway on the south wall. Continue inward along the u-shaped corridor until you reach a room guarded by a Basilisk. Use the yellow shock canister in the lower right corner of the room to defeat the enemy, then blast away the bookcase placed against the west wall. Peek through the concealed window to view the shy Baker himself cornered by a Gnosis. Exit through the south doorway.



Descend the t-shaped ramp to the left down to the second level and press the red switch to convert the slope to a platform on the third level. Move to the right and climb the ladder back up to the third floor. Cross to the middle doorway and enter.



Defeat the Bugbear that has cornered the Baker, then speak to the man to set him free. Vaporize the mobile tray shelves to obtain **1000 G**, then use the slide at the back to return to the street level if you wish.

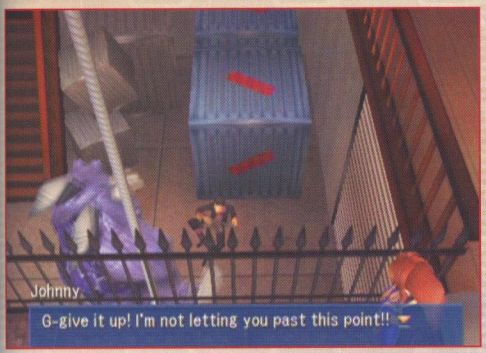


Note the bread puppet hanging from the back wall, fashioned after a VX series A.G.W.S.!

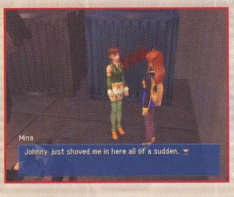
EVEN THUGS NEED RESCUING

Climb the ladder outside the bakery, all the way to the third level. Head east to the open doorway at the top of the East6 thugs' lair. Just inside the doorway, King is waiting to give you orders. Fortunately rescuing this wimp counts toward your total citizens.

Head left across the catwalk until you spot Johnny at the mercy of a Gnosis on the first level. Exit through the southern doorway, descend the stairs and enter through the East6 doorway on the mid-level.

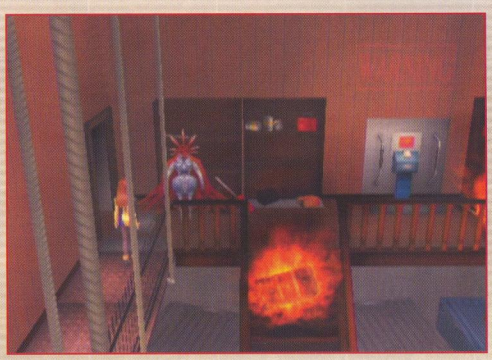


Vaporize the car inside the shop to find a **Rune Crystal**, then defeat the Troll cornering Johnny. The petty criminal won't budge even after the Gnosis is defeated. Blast the large blue crate behind Johnny, and speak to his more sensible girlfriend. Johnny and Mina flee the area, leaving just two more citizens to rescue.



POOR KITTY

Exit East6, then reenter through the top entrance again. Defeat the Larva Doll hovering over the north balcony, and press the switch in the middle of the wall. A bookcase on the eastern side of the room slides open. Navigate back around the catwalks to the doorway, and ascend the stairs inside.

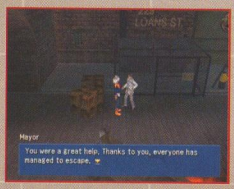


Cross through the corridor and defeat the Larva Doll that has the pussycat cornered. After rescuing the cat, you may blast through the metal door nearby. However, to reach the last person in the cleaners you must return to the East6 hideout.

LAST RESCUE

Return through the back corridor to East6, circle the suspended walkways and exit through the northwestern doorway. Cross through the second level corridor to the back area of the cleaners. Decode Segment Address No. 3 if you have not already, then blast the two armoires to locate a **Cure-All**. Defeat the Larva Doll cornering the young person, then rescue her.

RESCUE YOURSELF



Once you have seen the "Rescued everyone!" message, return through the embattled streets to City Sector 26. The street is now devoid of the usual Gnosis, and the Mayor has moved closer to the wall separating the sectors. If you head toward the exit of town, a dangerous boss fight begins. **Be certain to return to the "OUR TREASURE" hotel and save your game before trying to exit!**

FORESIGHT COUNTS!

Considering the weaknesses of Gigas, chaos is an essential party member. However, he cannot be responsible for killing the monster and healing the party at the same time. Therefore, bring Shion along or transfer her Medica All ability to a more capable person such as Jr. or MOMO. KOS-MOS should also be in the party, with R•BLADE and X•BUSTER equipped in her HI Slot if possible. Acquire Ether Limit and set it ready to cast in battle.

GIGAS

HP	WEAK VS.	ITEM	RARE ITEM
2800*	Slash/Spirit	Spirit	Soul

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
100	40	55	34	40	30	9	7800	0	120	100	60

**All statistics are for each Gigas after Power Distribution*

On its first turn, Gigas splits itself into two powerful creatures. Each monster bears the statistics printed above, so you have one tough battle on your hand with two chances to win the Rare Item! However, each monster is capable of performing two extremely devastating attacks to the entire party. Only by equipping one or more characters with the Medica All Ether do you stand a chance for survival. Do not allow any member's HP to slip below 300, or the monsters might KO the person in just two consecutive turns!

Knowing that the monsters are weak versus Slash and Spirit attacks, build AP for the first round if needed to execute Tech Attacks such as Angel Blow, Mystic Nocturne or Moonlit Serenade. MOMO should transform, then steal a Rare Item with Magic Caster. Spend the rest of her turns building AP and launching Angel Arrow, which works even better while she is transformed. During KOS-MOS' first turn, cast Ether Limit. R•BLADE should now be powerful enough to wipe off a large chunk of the HP of either Gigas!

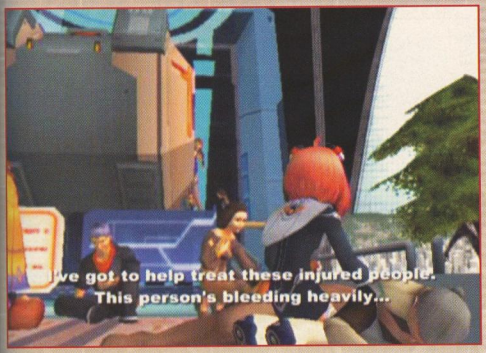
Once you manage to eliminate one of the Gigas, the battle becomes much easier to manage and you can start reviving fallen party members before the end. The difference between whether this battle is difficult or simple lies in how many of the aforementioned attacks can be set in the characters' HI Slot, to perform them every single turn. If your character development has fallen behind, all you can do is use the W-ACT attacks of your A.G.W.S. to blast these dual-identity monsters into submission.

BACK TO THE OLD DRAWING BOARD

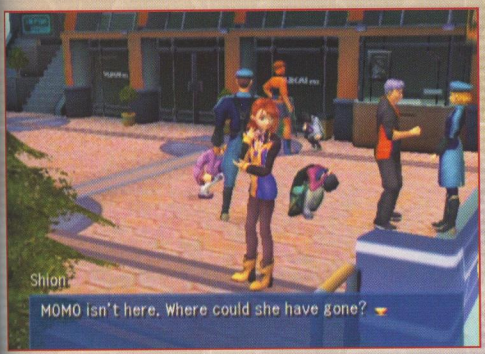
If you find the battle against Gigas difficult or if any of your characters don't survive the fight, there is no way you are ready for the next stages! Before pushing ahead, reload a previous game save and spend more time fighting enemies. No group of enemies offers more Special Points than these.

RETURN TO DURANDAL...MINUS ONE

Following your ordeal against the Gigas, return to the Launch Pad to evacuate your team to the Durandal. Kind-hearted MOMO stays behind to assist the wounded.



After landing at the Durandal, get right back on the shuttle and return to the Kukai Foundation. MOMO has disappeared. Go back to the Durandal and take the train to the Residential Area.



SONG OF NEPHILIM

OBJECTIVES

1. Board the Elsa and order Captain Matthews to fly to the Song of Nephilim.
2. Destroy the right amount of crates to reach level 3.
3. Activate the switch outside Tower 1 to create the bridge to Tower 2.
4. Configure the weight of the elevator to reach level 6.
5. Save at the top of Tower 2.
6. Use the ladders to reach the bottom floor of Tower 2.
7. Press the switch to lower the circle elevator.
8. Blast the two obstacles to lower the gate.
9. Defeat mid-boss Rianon Se.
10. Press the button outside Tower 2 to create a bridge to Tower 3.
11. Climb down the ladders to the bottom of Tower 3.
12. Match the colored pillars to the song to remove the barrier.
13. Press the button outside Tower 3 to create the final bridge.
14. Ride the triangular platform to the top of Tower 3.
15. Use the tri-colored elevator to reach the central building.
16. Prove the might of your mechs against Simeon.
17. Defeat Ein Rugel and Doppelwogel.
18. Speak to all the characters, then exit the throne room.

CAN YOU HEAR THE SONG?

Following the enlightening events unfolding around the Kukai Foundation, one thing is perfectly clear: It's time to board the Elsa parked at the Dock of the Durandal and cruise over to the massive space station called the Song of Nephilim.

KOS-MOS IMPROVES

As Shion leaves the Bridge and steps off the elevator, Vector First R&D Division emails to announce two new Tech Attacks for KOS-MOS. Be sure to improve both the **S•CHAIN** and **R•HAMMER** abilities with accumulated T.Pts immediately, to stay prepared for upcoming foes.

MIYUKI FINALLY DELIVERS!

If you received the secret email from Miyuki on the Woglinde many lifetimes ago, and replied that you would be interested in a new weapon for KOS-MOS, the **F•SCYTHE** finally arrives. Download the attachment and equip KOS-MOS with this devastating attack-all weapon.

ENEMY DATA

NAME	HP	WEAK VS.	EXP	G	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Vive	1000	Beam	780	0	12	4	12	Med Kit DX	Veil
Shot Crab	1420	Lightning	900	5	14	0	16	-	-
Capto Mortum	1600	Beam	1040	0	16	0	20	Scrap Iron	-
Calx	1100	Beam	880	0	16	4	16	Med Kit DX	Veil
Byproduct 103	2600	Fire	1360	0	42	24	8	Precious Stone	Ether Upgrade A
Byproduct 145	1600	Ice	1140	0	30	10	4	Med Kit DX	Skill Upgrade A
Byproduct 172	1800	Lightning	1280	0	34	10	4	Booster Pack	Tech Upgrade A

SHOPPING IN THE FACE OF DOOM

Things may look grim and desperate, but it does not help to rush in. The Song of Nephilim is certainly one of the most difficult stages in the game, and the party will go nowhere fast without the proper equipment and preparations. Return to the Kukai Foundation's Robot Academy and square up any loose ends with the Professor, then upgrade your mechs at the A.G.W.S. Part Shop.

EXTRA SHOPPING

After upgrading the frames and generators on all your mechs, use the leftover dough to buy powerful weapons such as the GRD20AG Grenade Launchers and the LM11VX beam swords. Don't miss out on the Engine Shield accessory because it is an essential item in some upcoming battles.

DON'T FORGET THE ELSA SHOPS!

The A.G.W.S. Hangar onboard the Elsa can be used during your extended stay at the Song to upgrade your mechs and purchase accessories. The inventory matches the one offered by the Kukai Foundation's A.G.W.S. Parts Shop. In addition, you can access the silver U.M.N. shop plate in the Entry Corridor of the ship any time to purchase items, weapons and accessories for the characters. The inventory of the U.M.N. shop plate matches the Dock Colony, with the exception of the A.G.W.S. materials.

SHOP LIST: KUKAI FOUNDATION A.G.W.S. PARTS SHOP (BEFORE NEPHILIM)

A.G.W.S. WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
PB55AG	1000 G	900 G
HG75VX	900 G	810 G
GLG76AG	1400 G	1260 G
BA15VX	1800 G	1620 G
BL24AG	1400 G	1260 G
SHB67AG	1000 G	900 G
HMR55AG	1600 G	1440 G
LM11VX	2400 G	2160 G
LG100VX	3800 G	3420 G
GRD20AG	2000 G	1800 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE	10% DISCOUNT
Auxiliary Armor A	100 G	90 G
Auxiliary Armor B	200 G	180 G
EF Circuit A	200 G	180 G
EF Circuit B	400 G	360 G
Armor Protect Unit	500 G	450 G
Engine Shield	500 G	450 G
Gear Shield	500 G	450 G
AP Shield	500 G	450 G
Cockpit Guard	800 G	720 G
Guard Cleaner	2000 G	1800 G
Guard Recovery	2000 G	1800 G
Anti-Fire Armor	1000 G	900 G
Anti-Ice Armor	1000 G	900 G
Anti-Lightning Armor	1000 G	900 G
Anti-Beam Armor	1000 G	900 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

A.G.W.S. FRAME

LIST	NORMAL PRICE
VX01-F04	2000 G
VX01-F05	3200 G
AG02-F04	2000 G
AG02-F05	2600 G
VX02-F04	2000 G
VX02-F05	3200 G

A.G.W.S. GENERATOR

LIST	NORMAL PRICE
VX01-G04	2400 G
VX01-G05	3600 G
AG02-G04	3200 G
AG02-G05	4800 G
VX02-G04	2800 G
VX02-G05	4400 G

DOCK COLONY PIT STOP

When speaking with Captain Matthews on the Elsa's bridge, he offers two choices. If you have purchased additional A.G.W.S., the Dock Colony shop now offers frames and upgrades for them. In addition, new armors and weapons for the characters will go a long way toward your quest through Song of Nephilim.

ESSENTIALS FOR THE SONG

Grab a few Med Kit DX, now that they are in the Items inventory. Buy the new armors and weapons for all the characters, because you need every advantage possible. Also stock up on at least one of whatever accessories you are missing, to enable extraction of a complete Skills list for every character. Frankly, the game will be much easier if you purchase at least one of the last four A.G.W.S. weapons in the inventory. Nevertheless, you might squeak by without them.

SHOP LIST: DOCK COLONY "TALK TO ME" SHOP (BEFORE NEPHILIM)

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Med Kit S	60 G	54 G
Med Kit DX	150 G	135 G
Ether Pack	40 G	36 G
Ether Pack S	80 G	72 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER WEAPONS

LIST	NORMAL PRICE
Work Gloves (chaos)	80
Mithril Rod (MOMO)	520

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Ruby Suit	1200 G
D Unit V5	1400 G
VOLG40	880 G
Ruby Helmet	600 G
Protector	80 G
Red Ring	600 G
Green Ring	400 G
Blue Ring	200 G
Kobold Ring	200 G
Purple Ring	300 G
Orange Ring	300 G
Power Brace	300 G
Guard Pendant	300 G
Sniper Goggles	200 G
Snake Hunter	500 G

A.G.W.S. WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
AXE11AG	600 G	540 G
SMG32VX	660 G	594 G
FLM64AG	800 G	720 G
HMP33AG	700 G	630 G
BMP45VX	680 G	612 G
ECM1-VX	1200 G	1080 G
ECM2-VX	2400 G	2160 G
DEF-VX	2600 G	2340 G
WCT02AG4	2200 G	1980 G
AIRD-AG2	5000 G	4500 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE	10% DISCOUNT
Auxiliary Armor A	100 G	90 G
Auxiliary Armor B	200 G	180 G
EF Circuit A	200 G	180 G
EF Circuit B	400 G	360 G
Armor Protect Unit	500 G	450 G
Engine Shield	500 G	450 G
Gear Shield	500 G	450 G
AP Shield	500 G	450 G
Cockpit Guard	800 G	720 G
Guard Cleaner	2000 G	1800 G
Guard Recovery	2000 G	1800 G
Anti-Fire Armor	1000 G	900 G
Anti-Ice Armor	1000 G	900 G
Anti-Lightning Armor	1000 G	900 G
Anti-Beam Armor	1000 G	900 G

A.G.W.S. AMMO

LIST	NORMAL PRICE
ECM1B2	270 G
ECM1B3	270 G
ECM1B4	270 G
ECM1B5	270 G
ECM2B2	450 G
ECM2B3	450 G
ECM2B4	450 G
ECM2B5	450 G

A.G.W.S.

LIST	NORMAL PRICE
VX-4000	50,000 G
AG-04	80,000 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

A.G.W.S. FRAME

LIST	NORMAL PRICE
VX01-F05	3200 G
AG02-F05	2600 G
VX02-F05	3200 G
VX06-F04	3000 G
VX06-F05	3600 G

A.G.W.S. GENERATOR

LIST	NORMAL PRICE
VX01-G05	3600 G
AG02-G05	4800 G
VX02-G05	4400 G
VX06-G05	3800 G

THREE TOWERS OF DARKNESS

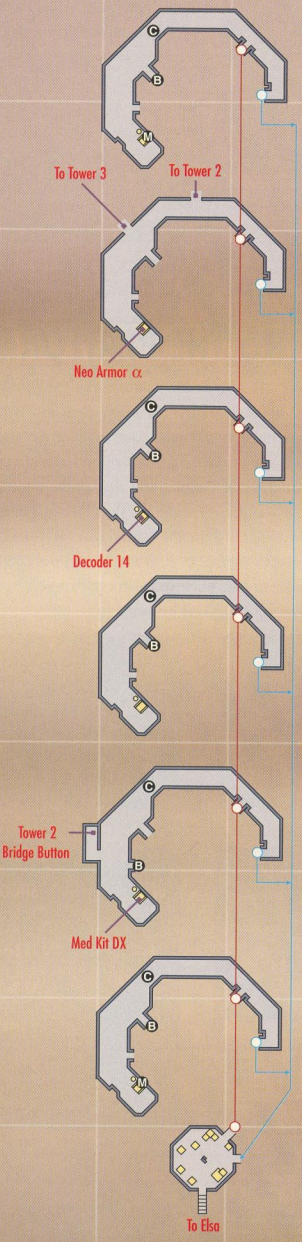
After completing all of your shopping and side questing, return to the Elsa and ask Captain Matthews to take you to the Song of Nephilim. MOMO rejoins the party just inside the docking area, so there is no need to avoid purchasing her armor and weapons beforehand.

Three huge towers loom inside the Song of Nephilim. Each tower is a piece in a large puzzle, all devoted to activating an elevator platform connected to the south bridge between Tower 1 and Tower 3. This platform is the device that transports you to the encounters with the bosses of this stage. However, each new tower entered contains enemies of increasing difficulty and there is a tricky puzzle to solve inside all three locations.

WEIGHTING THE PLATFORM

At the bottom of Tower 1 is an elevator platform, but the controls are unresponsive at first. A list of floors and numbers posted above the controls is difficult to make out at this distance. To move the elevator from 1f, you must eliminate some of the cargo stacked on the platform. The more boxes removed, the higher the platform rises in the tower. Shoot all the boxes, and the elevator rises to the top floor. When a number of boxes applicable to any level is gone, the central control panel chimes. Activate it quickly to rise to the top. Destroy the boxes slowly and allow each explosion to settle, so that when you shoot the appropriate number of boxes the central control panel lights up.

LV.	SHOOT
7	18 Boxes
6	15 Boxes
5	12 Boxes
4	9 Boxes
3	6 Boxes
2	3 Boxes



ALL SHAPES AND SIZES

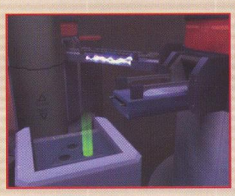
Going by this list, if you want to rise only to level 2, carefully shoot three times. Some boxes are double tall or triple wide, but each cubed area counts as a box. Therefore, if you shoot a large box that lies across an area equivalent to three cubes, in effect you have destroyed three boxes in one hit. For example, since you must shoot 3 times to trigger the rise of the platform to the second level, shoot three small boxes. However, blast the cubes slow enough to let each weight difference register. To rise up to level 6, start by shooting all the large boxes, then keep shooting small boxes until only three remain on the platform and the central console lights.

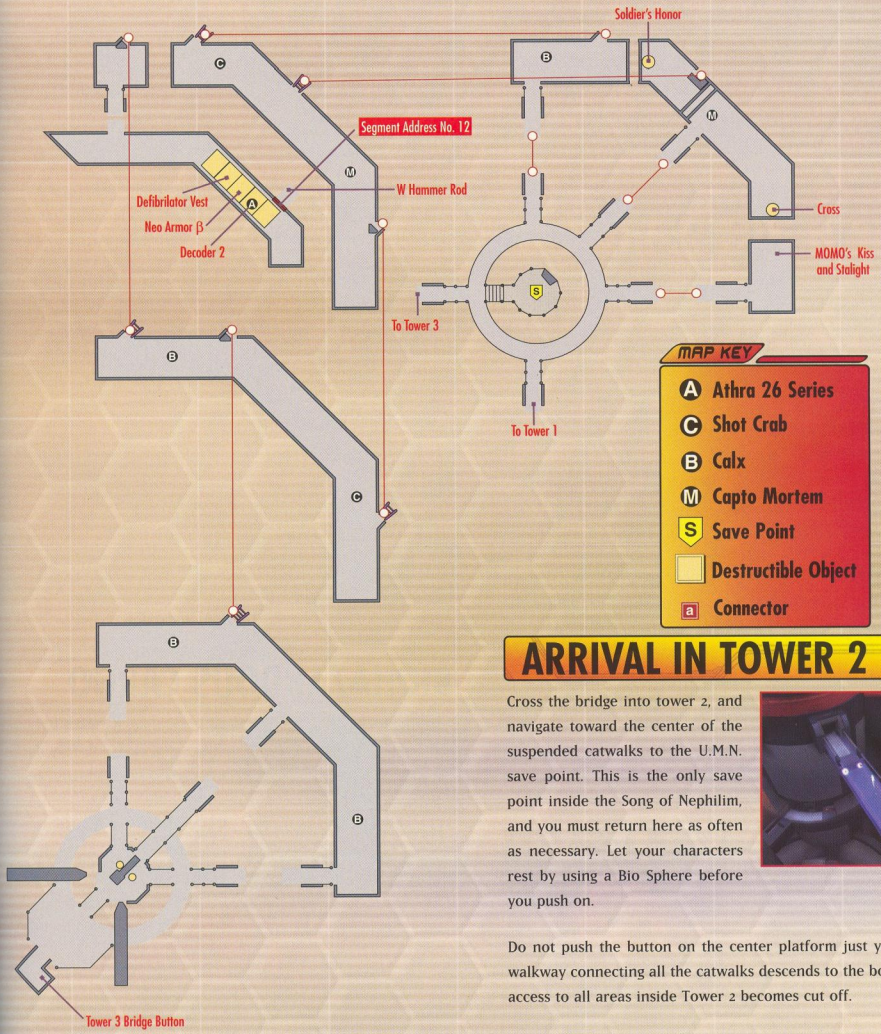
TOWER 1 BASICS

Raise the elevator platform to level 3 by carefully destroying the equivalent of 6 boxes. Before fighting the Shot Crab enemy set near the entrance of the level, you must be certain to organize your party correctly. Ziggy and chaos excel at dismantling the mechs with their Lightning Tech Attacks, and KOS-MOS balances the party with her beam attacks. In this fashion, you should be able to take out parties of robot sentries and infected Realians with equal ease. With this party setup, you should be able to launch attack-all Tech Attacks such as X•BUSTER and Executioner every round. Transfer Shion's Medica All Ether to as many characters as possible, so that there is always one strong healer in the group.

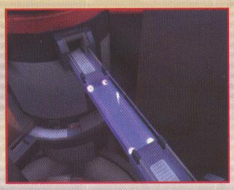
Use the yellow shock canister at the south end of level 3 to aid in the disposal of the infected Realians, then vaporize the crate nearby to obtain a **Med Kit DX**. Exit through the door near the crate that is clearly marked "Tower 1".

Press the switch on the balcony outside Tower 1 to activate a green light at the top, and to connect the bridge between Tower 1 and Tower 2. Return inside and use the northeastern exit from the level to drop through a chute back down to the cargo elevator. On level 5 of Tower 1 is a crate to vaporize for **Decoder 14**. On your last trip, raise the cargo platform to level 6 and destroy the container at the south end to obtain the **Neo Armor α**. Exit through the northwestern door on level 6.





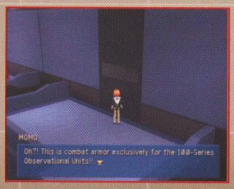
ARRIVAL IN TOWER 2



Cross the bridge into tower 2, and navigate toward the center of the suspended catwalks to the U.M.N. save point. This is the only save point inside the Song of Nephilim, and you must return here as often as necessary. Let your characters rest by using a Bio Sphere before you push on.

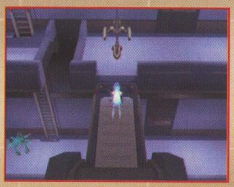
Do not push the button on the center platform just yet. The circular walkway connecting all the catwalks descends to the bottom level, and access to all areas inside Tower 2 becomes cut off.

MOMO'S SECOND TRANSFORMATION



Place MOMO in the battle formation, make her the onscreen character, and move around the blue circle to the northeastern exit. With MOMO in the lead, a small twinkling occurs on the wall panel of the tiny platform. Examine it as MOMO to obtain her second transformation Ether, **Starlight**, as well as the new Tech Attack **MOMO's Kiss**.

RIGHT VERSUS MIGHT



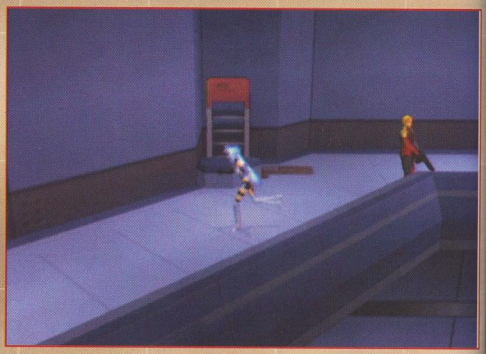
Strengthen the battle formation by employing beam-shooters, such as KOS-MOS, chaos and Shion. In preparation for the dangerous trip to the bottom of Tower 2, protect everyone with Skills and accessories that reduce Fire damage. From the save point room, head north through the central exit off the circular elevator. Defeat a set of Capto Mortums, and vaporize the nearby cylinder to reveal a chest containing the fabulous **Cross** armor.

Return to the save point, and exit this time through the northwestern passage. Upon engaging the Realian sentry waiting on the platform, a tough battle begins. Each Calx issues a devastating flamethrower attack that damages all the characters. The only thing that will save you is chaos' Arctic Blast Tech Attack coupled with several X•BUSTER's and casting Medica All every turn. Another good tactic is to weaken the frontline with KOS-MOS' F•SCYTHE, if it is available. Rearrange your party as necessary, and cast Ether between battles to heal the characters. Unfortunately, all the battles in Tower 2 are exactly this difficult due to the presence of the Calx.

LADDERS AND LEVELS

Climb down the ladder behind the initial Calx to level 3 and move east until you reach the next ladder. Climb up and blast a cylinder to obtain a **Soldier's Honor**, which is an armor that should come in quite handy in Tower 3. Drop back down to level 3 and continue east to the next ladder and go down.

Follow level 2 in a semi-circle toward the western side. Pass the first ladder, and continue to the edge of the platform. Climb the ladder back up to level 3, and cross the catwalk into the central shaft.



BIOHAZARDOUS CARGO

Cross right on the platform inside the central shaft. Destroy the first three red containers to obtain a **Defibrillator Vest** and **Neo Armor ß**. Destruction of the fourth container releases a horrifying and difficult foe. Careful preparation beforehand should ensure that you do not enter a battle you cannot finish.

PREPARATION FOR A UNIQUE MONSTER

Luckily, this will be the only time you fight an Athra 26 Series. However, if you are not ready, it could be the last. The key is to equip all of your A.G.W.S. with Engine Shields and weapons that inflict only physical damage. Avoid weapons that employ Beam, Fire or Lightning.

If you cannot prepare your mechs in such a manner, then fill the battle formation with characters that can perform at least one Hit Tech Attack. Place this attack in their HI Slots along with their most powerful assault. No two characters should equip the same type of Ether-type Tech Attack. For instance, you should use KOS-MOS and set R•HAMMER along with X•BUSTER or a highly improved R•CANNON. Any of Jr.'s Piercing Tech Attacks work well, so set powerful attacks such as Storm Waltz and Last Symphony in his high-speed slots. MOMO is a good choice for the third character, equipped with Tech Attacks such as Angel Arrow and Floral Tempest. Protect everyone against Beam damage if possible, and destroy the fourth crate to release the beast.

SUB-BOSS: ATHRA 26 SERIES

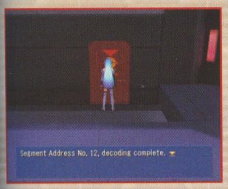
HP	WEAK VS.	ITEM	RARE ITEM
3000	None	Revive DX	-

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
90	15	90	26	50	45	11	2400	0	120	24	100

Since this is the unique appearance of the Athra 26 Series, it gets treated as a secondary boss fight. The easy solution is to transmit the entire party into A.G.W.S., but only if equipped with Engine Shields. Do not leave one or two characters alone on the battlefield, or the monster has an easy time killing party members. Spotting the mechs, the Athra casts Engine Stop in an attempt to disable the mech for the rest of the battle. Even if you can escape this fate, the struggle is not over yet. Using a weapon with Beam, Fire or other Ether attributes causes the Athra to adapt and become invulnerable to that kind of attack for the rest of the battle. Use weapons such as the GLG76AG gattling guns, the AXE11AG hand axes, or the awesome LM11VX lancer arms. Under these conditions, the battle ends in a few turns. Just make sure to defeat it with the Point Bonus icon in the Event Slot, to make the most of this occasion.

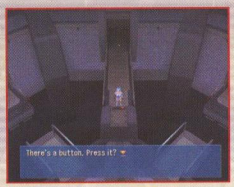
The contingency plan for players not wealthy enough to purchase the right A.G.W.S. weapons and accessories is far more complex. On the first round, let each player execute his or her most powerful Tech Attack. Since these usually involve some form of Ether, the Athra gradually becomes invulnerable to Fire, Ice, Lightning, Spirit and Beam attacks. These Tech Attacks will no longer cause any damage. The only thing that works at this point is regular physical attacks and Tech Attacks defined as "Hit" types. One character needs to heal the party nearly every round due to the amazing number of times Athra can boost. The monster is quite a respectable biological weapon, and fortunately, you will not have to face it again. Upon its demise, the Athra 26 Series drops Decoder 2.

LOWERING THE CIRCLE ELEVATOR



After the unique genetic horror is defeated, vaporize the last container on the platform to uncover **Segment Address No. 12**. The proper decoder should be in your possession, so open the door and claim MOMO's **W Hammer Rod** inside.

Return to the semi-circular chamber and climb down to level 1. Enter the central chamber through the middle entrance. Press the button on the console to lower the circular elevator platform to the bottom level.



Exit back to the outer chamber, and head to the entrance on either side. Navigate back and forth through the outer chamber to each side of the central shaft, and vaporize the two cylinders on either side of the divider. The gate blocking the exit lowers, but a horrible new creature comes into view. Make sure the heroes are prepared for a tricky fight before moving forward to meet the boss.

MEASURES FOR THE AERIAL GNOSIS

Rianon Se is an aerial opponent, meaning only far-range attacks and Tech Attacks hit it. The fight is tricky, but not dangerous as long as you play conservatively. The best party is Jr., chaos and MOMO, and the latter should be ready to perform both her transformations and Magic Caster. Little Master must be ready to perform Storm Waltz at high speed, and chaos should be prepared with Angel Blow or a highly improved Lunar Seal. MOMO must be ready to steal rare items during her Starwind transformation. Heal all your characters and consume Ether Pack S to recharge EP. If possible, equip Jr. or MOMO with the Bravesoul accessory won at the casino.

RIANON SE

HP	WEAK VS.	ITEM	RARE ITEM
5600	Fire	Boost Pack	Shield Armor

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
100	20	65	40	45	50	11	20000	0	160	160	40

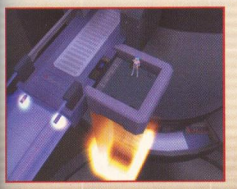
Rianon Se performs attacks that drain HP. While the monster can only drain between 300-400 HP from a person, it can drain over 1000 HP from an A.G.W.S. For this reason, you must avoid calling an armored suit into battle at all costs.

The main reason to bring MOMO into this battle is to steal the amazing Shield Armor, which protects a character from all status ailments and bears the All Guard skill for extraction! If you miss this opportunity, you will certainly be sorry. Transform with Starwind in MOMO's first turn and perform Magic Caster. Once her first transformation wears off, try her latest Starlight morph and cast her two associated Ether attacks.

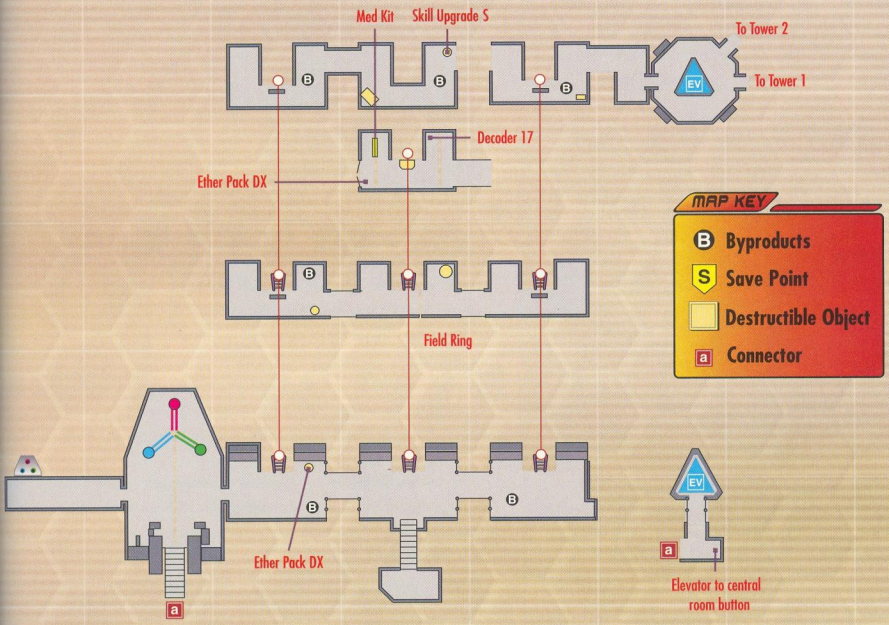
Rianon Se attempts to disable the party's Boost abilities with a spell and to recharge its lost HP by draining it from the heroes. The way to fight both factors at once is to cast chaos' Supreme Judgement Ether. This lowers the amount of HP that Rianon Se can drain. In a fit, the monster casts Gigapure S to clear all status abnormalities. The effect removes status ailments from the party as well!

The rest is a matter of patience. Keep your characters' HP high to avoid death by draining, and continue hitting the monster with Piercing and Shot Tech Attacks. If you can suppress the urge to transmit into an A.G.W.S., the battle continues smoothly on course until achieving victory.

THE SECOND BRIDGE



Exit the bottom door of the tower, and press the button on the nearby console. A bridge forms between Tower 2 and Tower 3. At the end of the balcony is an elevator that delivers the party up to the bridge. You may continue into Tower 3, or return to the save point inside Tower 2. Since the U.M.N. gold plate inside Tower 2 is the only spot for saving the game inside the Song of Nephilim, it is highly recommended that you return inside Tower 2, use a Bio Sphere, and save your progress. Press the switch on the nearby console to raise the circular elevator back up to the top level to create access to Tower 1 and the Elsa.



THEY LOOK LIKE GNOSIS...

Cross the bridge from Tower 2 into Tower 3. Dwelling within this stage are the Byproducts. While they appear to be Gnosis, they are actually horribly mutated Realians that possess incredible powers. Enemies in this section sometimes cause Instant KO and Attack Disable so equip your characters with accessories or Skills gained in the previous towers, to prevent such disasters.

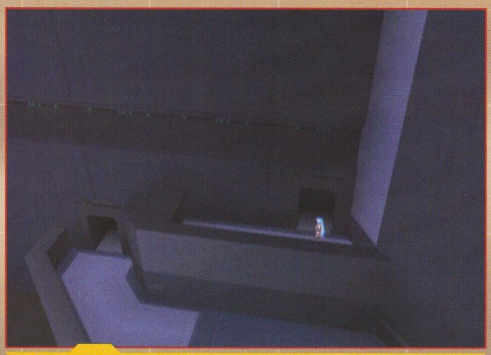
Circle around the triangular hole in the floor, and head west into the next room. Use the purple lock canister to aid in defeating the first Byproduct set. Climb all the way down the ladder to 2F and blast segments out of the nearby column to lower a bridge between the platforms. Continue west and vaporize a cylindrical object to obtain the **Field Ring**. Extract the Stop Guard skill from this ring, for as many characters as you can.

BUILDING UP AGAIN

The Byproduct enemies inside Tower 3 are worth massive amounts of T.Pts, E.Pts and S.Pts as it is. However, if you can eliminate each foe while the Point Bonus icon is in the Event Slot, there is no limit to how many points you might rack up very quickly. The quantity of purple lock canisters also makes this a very attractive area to gather points and greatly improve Ether and Tech Attacks. Therefore, clear the multi-level chamber in Tower 3 several times rather than rush forward to a stage you cannot beat.

THE VIEW OUTSIDE

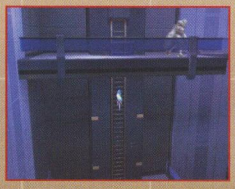
Return to the ladder and continue down to the bottom floor. Use another purple lock canister to your advantage, then blast even more segments out from under the bridge in order to fill the gap between the 1F platforms. Quickly head down the stairs, which lead the party out to a balcony.



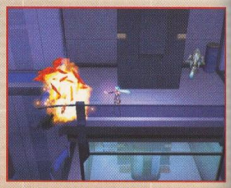
Unfortunately, the button to activate Tower 3 is on a lower platform outside.

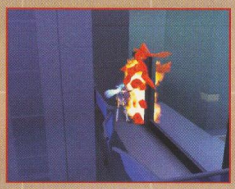
ACCESSING THE SEALED ROOM

Reenter the tower and climb the adjacent ladder. An obstruction at the top blocks access into a small room where an item chest is plainly visible. Climb back down to the wrecked second level, and vaporize segments of the column to the left in order to lower another bridge down to 2F. Defeat the Byproduct enemy at the base of the westernmost ladder, and climb all the way up to 4F.



A heavy piece of equipment is set to topple from the edge of the 4F platform. Before tinkering with it, defeat the nearby enemy and vaporize the cylinder behind it to obtain a **Skill Upgrade S**. Blast the heavy equipment to send it crashing to the level below. Moving toward the gap, the onscreen character may jump through the hole to the level below.





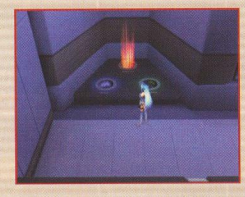
Landing on 3F, the character receives an **Ether Pack DX** from the broken equipment. Eradicate the door nearby, pick up the **Med Kit** and enter the small room. The item chest in the eastern corner contains **Decoder 17**. Blow away the object blocking the top of the ladder.

CHAMBER OF THE SONG

Climb back down to the lowest level and blast the segment column until the bridge drops to 1F. Defeat the enemy with the aid of yet another purple lock canister, and vaporize the nearby object to obtain an **Ether Pack DX**. Rubble blocks the western exit from the multi-tiered room, so exit the tower via the bottom stairs and return in order to reset the adjustable bridge.

Climb the middle ladder on 1F, and vaporize segments in the column of the bridge until it rests on the second floor. Cross the bridge, climb down the ladder and head through the western exit into a room with three colored columns. A gate seals the doorway at the bottom of this chamber.

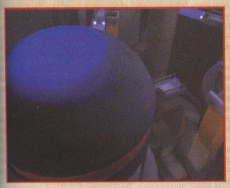
Proceed into the small room off to the left, where three lights display the colors of the column in the previous room. As each light turns on, a sound plays. The columns in the larger chamber must be reduced in size until their sounds match the tones in the side room.

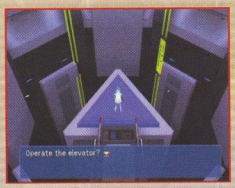


Reduce the blue column with the Vaporizer Plug-in until only three segments are left. Shoot the red column until only two segments are left. Then shoot the green column once to match the song.

THE FINAL BRIDGE

Matching tones in the room with three colored columns removes the barrier to the exit. Go outside Tower 3, past the doorway, and press the switch at the end to create a bridge between Tower 3 and Tower 1. Enter the doorway and ride the triangular elevator back to the top of Tower 3.





An elevator platform with three symbolic lights connects to the bridge running between Tower 3 and Tower 1. When you ride this elevator down and enter the central building, a series of three very tough boss fights begins with only one break between. Before entering battle, return to Tower 2 and save your game. Take the time to prepare your characters and A.G.W.S. according to the following notes. Keep fighting enemies in Tower 3 until you have the Skills and Tech Attacks required to beat the bosses and move on to the final stage of the game.

MISSING SKILLS?

If you are unable to cause your characters to increase in Skill Levels or to extract the necessary skills, take a moment and remove all the accessories from all the characters. Make sure that you have extracted Skills from every possible item, in order to increase Skill Level and obtain better Skills.

READY FOR A TRIPLE WHAMMY?

The first boss is an A.G.W.S., then you have an opportunity to reorganize your party. The best defense against a mech opponent is naturally a line of your own armored suits. Restore FHP for the A.G.W.S. of Shion, Jr., and chaos, and equip them all with Guard Cleaner and Guard Recovery accessories. Only the finest weapons suffice, so return to the A.G.W.S. Hangar on the Elsa if necessary and equip your mechs with GRD20AG grenade launchers, LM11VX lancer arms and GLG76AG gattling guns.

SIMEON

HP	WEAK VS.	ITEM	RARE ITEM
8400	None	B-MAX Circuit	Fast Circuit 25

STR	VIT	EATK	EDEF	DEX	EVA	AGL
120	100	100	30	42	36	9

EXP	G	T.PTS	E.PTS	S.PTS
32000	0	220	200	180

Albedo's armored suit is the least of your concerns. Transmit Shion, Jr. and chaos into their A.G.W.S. during the first round. Simeon spends most of the battle attempting to inflict Slow status on each mech, but this is easily erased by guarding for a turn while a Guard Cleaner is equipped. An A.G.W.S. that has been properly upgraded can easily sustain or reduce damage from any of Simeon's Beam Saber or AIRD attacks. The enemy reduces Fire, Lightning, Ice and Beam attacks by 50%, so avoid use of shoulder beam pods or flamethrowers. Just keep guarding and attacking with the W-ACT weapons listed in the previous notes, and the battle is soon resolved.

REORGANIZE QUICKLY!

The enemy that appears to cover Albedo's escape is no ordinary foe. Much like a Larva Doll, it transforms during the battle, allowing for no break between the next two fights. The boss waits at the top of the room until you speak to it. Take the opportunity to restore FHP to your A.G.W.S. and change their accessories. Each armored suit must be equipped with a Guard Recovery accessory, an Engine Shield, and a Cockpit Guard. If a mech cannot be equipped in this fashion, it is not worth using. Return to the Elsa Hangar if you do not own these accessories. For additional preparation, equip each character with Skills or accessories to prevent Stop and Confusion. Shion or Jr. should be ready to steal items with their Ether skills. Whichever person is going to steal, equip their mech with LM11VX lancer arms.

EIN RUGEL

HP	WEAK VS.	ITEM	RARE ITEM
3600	None	-	Master's Pendant

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
90	35	60	20	45	47	8	24000	0	180	160	80

Quickly use Jr.'s Psycho Pocket or Shion's Queen's Kiss to steal the Master's Pendant from Ein Rugel, then transmit everyone into their A.G.W.S. for the rest of the battle. The monster reduces Lightning and Ice damage by 75% percent. It also attempts to disable the Tech Attacks of the whole group at once, so you are better off protecting the characters in their armored suits to avoid this frustration.

Against A.G.W.S., Ein Rugel attempts to cast Pilot Sleep repeatedly. If the A.G.W.S. it targets is equipped with a Cockpit Guard, the monster keeps trying to put the same mech to sleep. While the demon is preoccupied, build AP and launch W-ACT attacks with lancer arms and grenade launchers. Under these circumstances, the first form is defeated.

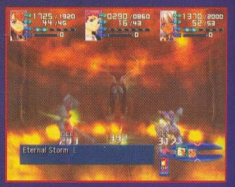
DOPPELWOGEL

HP	WEAK VS.	ITEM	RARE ITEM
4400	None	Samurai Heart	Gemini Clock

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
110	30	70	40	40	60	12	24000	0	180	160	80

The boss's second form is an aerial creature, so any A.G.W.S. with short-range physical assault weapons becomes useless. Any A.G.W.S. that is not protected against "Engine Stop" status should not be used either. Following the previous advice, this person should be able to disembark from the A.G.W.S. and cast an Ether to steal the Gemini Clock. The unarmored character is at high risk, so transmit back to his or her A.G.W.S. as soon as possible.

Aside from tackling characters and shooting Confusion Arrows, Doppelwogel increases the power of Ether attacks across the board by emitting an Anti-Veil effect. Once you see Flare Wing S cast, immediately consume a Veil or use it in W-Item fashion to dilute the effects. Also, cast chaos' Protective Wear spell. Doppelwogel follows Flare Wing S with an attack-all wave that could inflict more than 500 HP damage per character or A.G.W.S., if the Anti-Veil effect is not contained. However, the Anti-Veil effect also increases the power of your healing Ether as well as Ether-based Tech Attacks. Moreover, the boss is vulnerable to status ailments following an Eternal Storm attack. If characters in your party are fighting without A.G.W.S. then use an Ether such as Jr.'s Misty or Chain to hamper the abilities of the boss.



With A.G.W.S. in service immune to various statuses, the entire two-part battle goes by quickly. However, if characters must fight the boss head on, some careful manipulations of the Ether field as well as a bit of luck is required to slip past this point.

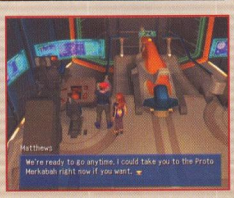
PROTO MERKABAH

OBJECTIVES

1. Fly the Elsa to the wheel of heaven.
2. Adjust the bridge platforms to cross the warehouse.
3. Investigate interesting locations on the eastern side of the levels.
4. Press the switch on 42F to gain access to the satellite dish.
5. Drop down to the dish to face Proto Dora and the Schutz.
6. Ride in the elevator down to the reactor core.
7. Defeat strong enemies while descending on the cargo lift.
8. Quell the anguish of Albedo.
9. Face the monstrous creation of Proto Merkabah.

FINAL FLIGHT OF THE ELSA

Leave the Durandal's Bridge and head for the Dock again. As before, Captain Matthews offers to take you to either Proto Merkabah or the Dock Colony. Before heading to the final stage of the game, revisit the "TALK TO ME" shop, and return to City Sectors 26 & 27 of the Kukai Foundation to find new items amidst the rubble.



FINAL KOS-MOS TECH ATTACK AND FNM REWARD

Exiting the bridge, Shion receives the first of the final emails. KOS-MOS can now perform her final Tech Attack, **R•DRAGON**.

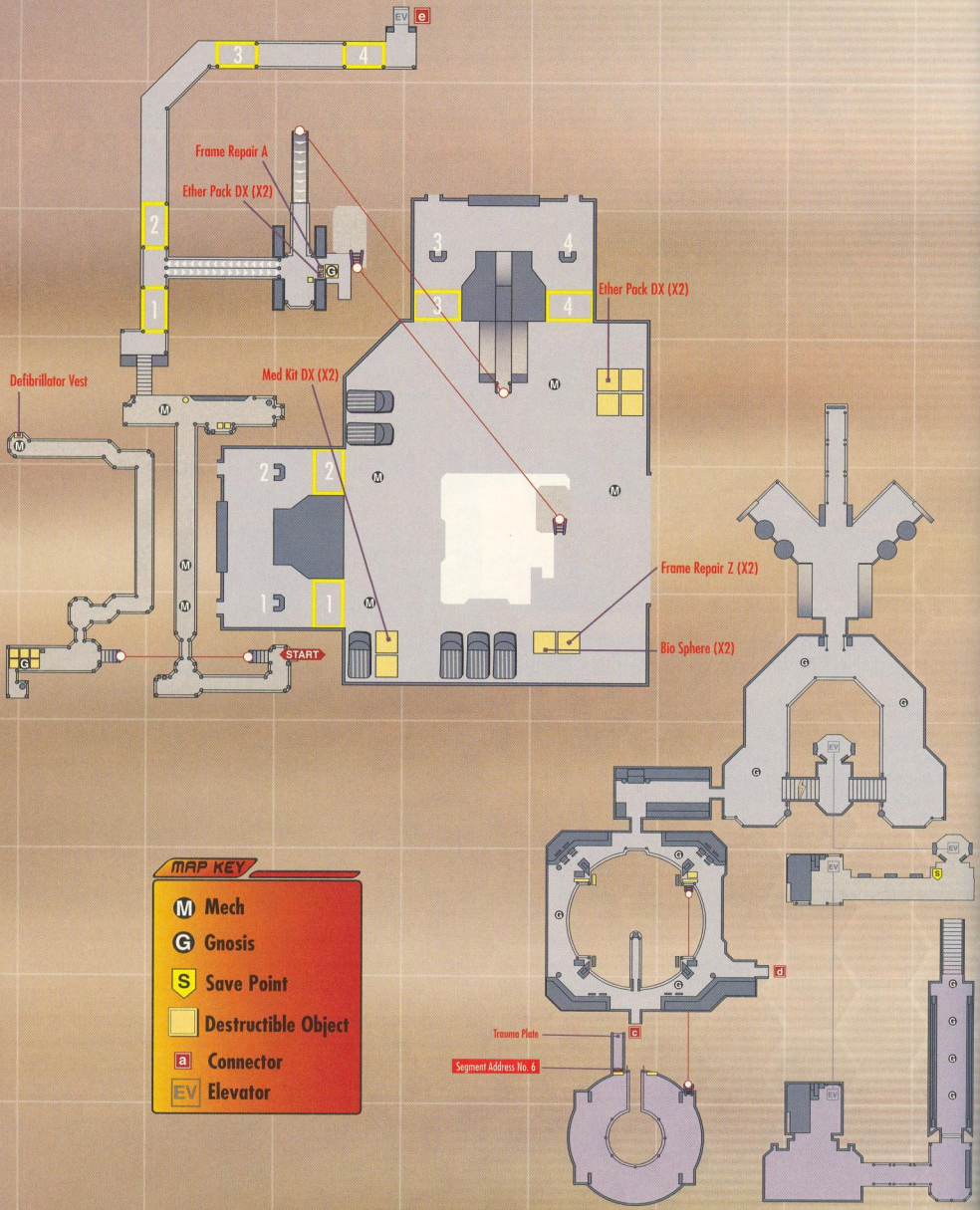
Still chasing that whole thread of emails involving the hackers? If you correctly located both hackers, a new email arrives. Attached is a download of **200,000 G**! This is the largest payoff possible in the hacker line of messages, and you have certainly earned it. There are new A.G.W.S. at the Dock Colony worth investing in...

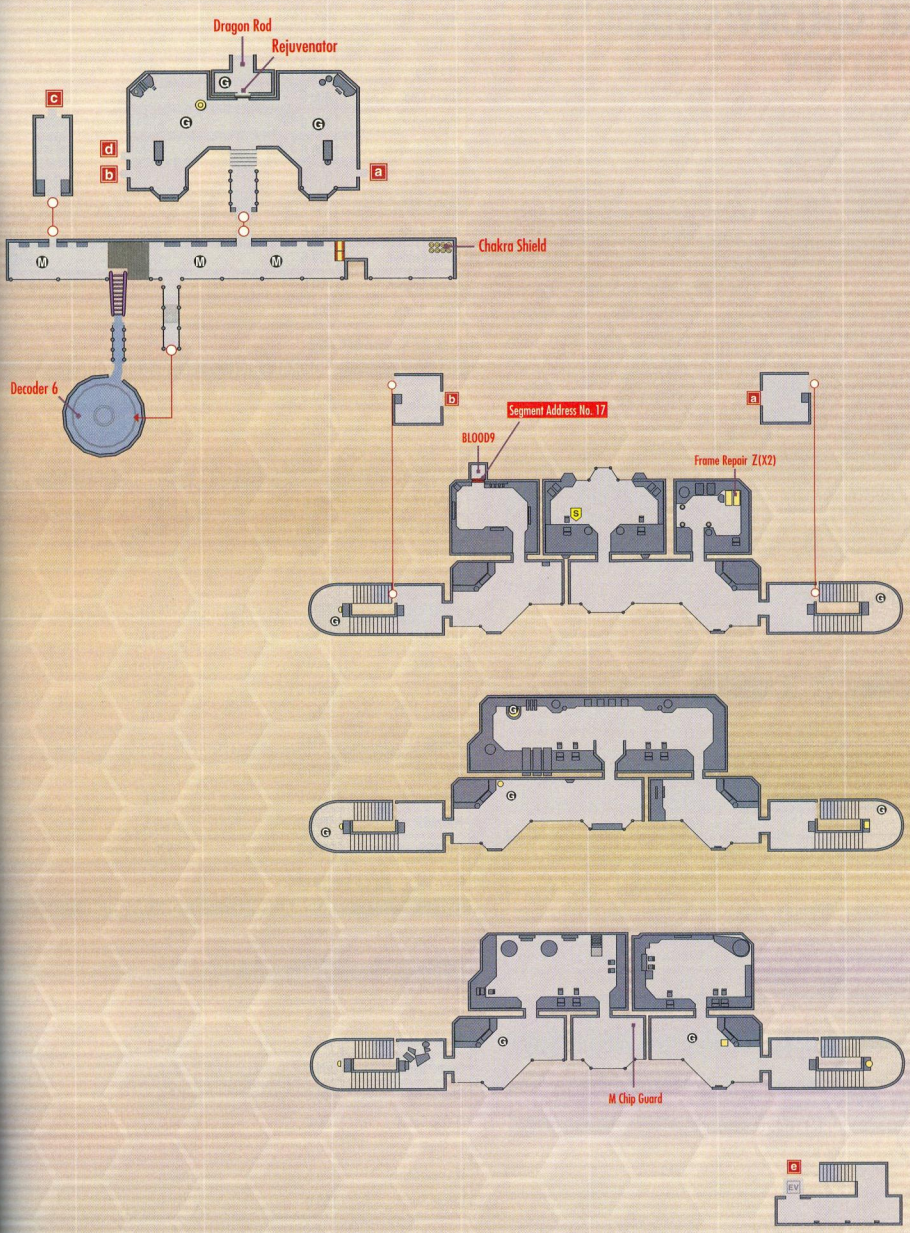
NEW MAP ADDED (4)

Just as you take two more steps toward that tram, a new message arrives. The Song of Nephilim map expands the EVS choices. Remember that Tower 3 is a great location to gain special points! Just one more email to go...

ENEMY DATA

NAME	HP	WEAK VS.	EXP	G	T.PTS	E.PTS	S.PTS	N.ITEM	R.ITEM
Delphyne	2000	Ice	2400	0	24	10	6	Hemlock	Med Kit DX
Work Droid	2400	Beam	1800	0	18	0	24	Junked Circuit B	Frame Repair A
Demon	2300	None	3200	0	16	28	12	Med Kit DX	Ether Pack DX
Xanthosis	4000	Lightning	4800	0	40	0	28	Frame Repair A	Frame Repair Z
Iosys	4800	Beam	5400	0	50	0	36	Frame Repair A	Frame Repair Z
Armaros	3000	None	4000	0	34	16	10	Med Kit DX	Skill Upgrade S
Baraqijal	2400	None	4600	0	24	24	10	Ether Pack DX	Ether Upgrade S
Azazel	4600	None	6200	0	36	36	16	Ether Pack DX	Tech Upgrade S


Frame Repair A
Ether Pack DX (X2)
Ether Pack DX (X2)
Defibrillator Vest
Med Kit DX (X2)
Frame Repair Z (X2)
Bio Sphere (X2)
START
Trauma Plate
Segment Address No. 6
MAP KEY
Mech
Gnosis
Save Point
Destructible Object
Connector
Elevator


Dragon Rod
Rejuvenator
c
d
b
a
Chakra Shield
Decoder 6
b
Segment Address No. 17
BLOOD9
a
Frame Repair Z(X2)
M Chip Guard
e
EV

DOCK COLONY'S FULL INVENTORY

Business is certainly booming at the "TALK TO ME" shop at the Dock Colony and thanks to all your patronage, the inventory is the fullest in the galaxy! All three of the extra A.G.W.S. are now available, and you can believe that MOMO becomes quite a stunner if you can afford to suit her up in the awesome AG-05. Nevertheless, the price tag of the mech and the weapons to go with it should keep you playing poker for hours.

MERKABAH ESSENTIALS

Wherever you shop, be certain to pick up the new armors for Ziggy and KOS-MOS, as well as several Techtron Clothes. Buy the new weapons available onboard the Elsa, and for the A.G.W.S. pick up Anti-Beam Armor and W Circuit Shields. It would also be a wise idea to invest in the VX-4000 or AG-04, considering the amazing weapons that are now available for them.

SHOP LIST: DOCK COLONY "TALK TO ME" SHOP (AFTER NEPHILIM)

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Med Kit S	60 G	54 G
Med Kit DX	150 G	135 G
Ether Pack	40 G	36 G
Ether Pack S	80 G	72 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER WEAPONS

LIST	NORMAL PRICE
Saint Rod (MOMO)	680 G

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Techtron Clothes	2000 G
D Unit V6	2600 G
VOLG50	1500 G
Techtron Helmet	800 G
Protector	80 G
Red Ring	600 G
Green Ring	400 G
Blue Ring	200 G
Kobold Ring	200 G
Purple Ring	300 G
Orange Ring	300 G
Power Brace	300 G
Guard Pendant	300 G
Sniper Goggles	200 G
Snake Hunter	500 G

A.G.W.S. WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
AXE11AG	600 G	540 G
SMG32VX	660 G	594 G
FLM64AG	800 G	720 G
HMP33AG	700 G	630 G
BMP45VX	680 G	612 G
ECM1-VX	1200 G	1080 G
ECM2-VX	2400 G	2160 G
DEF-VX	2600 G	2340 G
WCT02AG4	2200 G	1980 G
DLC02AG4	2800 G	2520 G
AIRD-AG2	5000 G	4500 G
LW-VX2	7000 G	6300 G
HMR-AG5	3000 G	2700 G
HGG-AG5	2800 G	2520 G
HMP-AG5	3000 G	2700 G
LC-AG5	7800 G	7020 G
BMP-AG5	5000 G	4500 G
BBC-AG5	8800 G	7920 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE	10% DISCOUNT
Auxiliary Armor A	100 G	90 G
Auxiliary Armor B	200 G	180 G
EF Circuit A	200 G	180 G
EF Circuit B	400 G	360 G
Armor Protect Unit	500 G	450 G
Engine Shield	500 G	450 G
Gear Shield	500 G	450 G
M Chip Guard	500 G	450 G
AP Shield	500 G	450 G
W Circuit Shield	500 G	450 G
Cockpit Guard	800 G	720 G

Guard Cleaner	2000 G	1800 G
Guard Recovery	2000 G	1800 G
Anti-Fire Armor	1000 G	900 G
Anti-Ice Armor	1000 G	900 G
Anti-Lightning Armor	1000 G	900 G
Anti-Beam Armor	1000 G	900 G

A.G.W.S. AMMO

LIST	NORMAL PRICE
ECM1B2	270 G
ECM1B3	270 G
ECM1B4	270 G
ECM1B5	270 G
ECM2B2	450 G
ECM2B3	450 G
ECM2B4	450 G
ECM2B5	450 G

A.G.W.S.

LIST	NORMAL PRICE
VX-4000	50,000 G
AG-04	80,000 G
AG-05	300,000 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

A.G.W.S. FRAME

LIST	NORMAL PRICE
VX01-F06	3800 G
AG02-F06	3200 G
VX02-F06	3800 G
VX06-F05	3600G
VX06-F06	4200 G
AG04-F06	5000 G

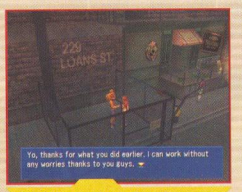
A.G.W.S. GENERATOR

LIST	NORMAL PRICE
VX01-G06	4200 G
AG02-G06	5600 G
VX02-G06	5200 G
VX06-G05	3800 G
VX06-G06	4800 G
AG04-G06	6400 G

REBUILDING CITY SECTOR 26 & 27

As the citizens of the Kukai Foundation are rebuilding their shops and businesses, several items have reappeared in familiar locations. You may still access all areas of the sectors the same as during the recent crisis. Use the following pictures to locate the new items.

The Tech Upgrade S has reappeared behind the cargo elevator shaft in the Iron Man bar.

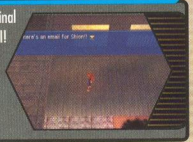


Check the dumpster where the man was previously rescued to find a Skill Upgrade A.

Near the ladder inside the cleaners, shoot the counter to obtain a Skill Upgrade S.

LAST ANNOUNCEMENT FROM NAMCO

Run along the alley behind the Bakery to receive the final email in the game. Namco will soon publish Soul Calibur II!



ELSA SHOPS

During your trip to Proto Merkabah, the shops onboard the Elsa sell the same items you might have missed out on before departure. The silver U.M.N. shop plate in the Entry Corridor allows you to purchase the same items available at the Kukai Foundation's "OUR TREASURE" shop, and the Elsa's Hangar attendant offers the same items as the Robot Academy's A.G.W.S. Part Shop.

SHOP LIST: ELSA (PROTO MERKABAH)

ITEMS

LIST	NORMAL PRICE	10% DISCOUNT
Med Kit	20 G	18 G
Med Kit S	60 G	54 G
Med Kit DX	150 G	135 G
Ether Pack	40 G	36 G
Ether Pack S	80 G	72 G
Revive	60 G	54 G
Cure-All	100 G	90 G
Antidote	60 G	54 G
Neuro Stim	60 G	54 G
Escape Pack	20 G	18 G
Bio Sphere	120 G	108 G

CHARACTER WEAPONS

LIST	NORMAL PRICE
Saint Rod	680
SAIFAR45	1200
Cross	2400

CHARACTER ACCESSORIES

LIST	NORMAL PRICE
Techtron Clothes	2000 G
D Unit V6	2600 G
VOLG50	1500 G
Techtron Helmet	800 G
Protector	80 G
Green Ring	400 G
Blue Ring	200 G
Kobold Ring	200 G
Orange Ring	300 G

CHARACTER AMMO

LIST	NORMAL PRICE
CS700SLW	500 G
CS700PWD	500 G
CS700DFD	500 G
CS700UVL	500 G
BXS002V	200 G
BXS003V	200 G
BXS004V	200 G
BXS005V	200 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

SHOP LIST: ELSA A.G.W.S. HANGAR (PROTO MERKABAH)

A.G.W.S. WEAPONS

LIST	NORMAL PRICE	10% DISCOUNT
PB55AG	1000 G	900 G
HG75VX	900 G	810 G
GLG76AG	1400 G	1260 G
BA15VX	1800 G	1620 G
BL24AG	1400 G	1260 G
SHB67AG	1000 G	900 G
HMR55AG	1600 G	1440 G
LM11VX	2400 G	2160 G
LG100VX	3800 G	3420 G
BSW13AG	2200 G	1980 G
CB85VX	1800 G	1620 G

A.G.W.S. ACCESSORIES

LIST	NORMAL PRICE	10% DISCOUNT
Auxiliary Armor A	100 G	90 G
Auxiliary Armor B	200 G	180 G
EF Circuit A	200 G	180 G
EF Circuit B	400 G	360 G
Armor Protect Unit	500 G	450 G
Engine Shield	500 G	450 G
Gear Shield	500 G	450 G
M Chip Guard	500 G	450 G
AP Shield	500 G	450 G
W Circuit Shield	500 G	450 G
Cockpit Guard	800 G	720 G
Guard Cleaner	2000 G	1800 G
Guard Recovery	2000 G	1800 G
Anti-Fire Armor	1000 G	900 G
Anti-Ice Armor	1000 G	900 G
Anti-Lightning Armor	1000 G	900 G
Anti-Beam Armor	1000 G	900 G

A.G.W.S. AMMO

LIST	NORMAL PRICE
CB85B2	270 G
CB85B3	270 G
CB85B4	270 G

CARDS

LIST	NORMAL PRICE
Starter Set	400 G
Card Pack #1	100 G
Card Pack #2	100 G

A.G.W.S. FRAME	
LIST	NORMAL PRICE
VX01-F05	3200 G
VX01-F06	3800 G
AG02-F05	2600 G
AG02-F06	3200 G
VX02-F05	3200 G
VX02-F06	3800 G

A.G.W.S. GENERATOR	
LIST	NORMAL PRICE
VX01-G05	3600 G
VX01-G06	4200 G
AG02-G05	4800 G
AG02-G06	5600 G
VX02-G05	4400 G
VX02-G06	5200 G

PROTO MERKABAH AWAITS

When you have made the rounds to all the available shops, return to the Bridge of the Elsa and ask Captain Matthews to fly you to Proto Merkabah. As you might imagine, the final stage of the game is tricky and fraught with peril. Be certain to purchase every possible upgrade to protect your characters from danger, and to ensure that the battles will be as easy as possible.

EXPERT PREPARATION

Before setting foot on the abandoned space station, equip your characters with any new goods purchased. Protect all the characters against Poison and Ice attacks, and increase the speed on chaos' Arctic Blast Tech Attack. In fact, any attack-all Tech Attack belonging to any character should be usable with just 4 AP by this point. Transfer Shion's Medica All and Medica Rest Ether to as many characters as possible. Assigning healing skills to more than one person in the battle formation is a wise idea.

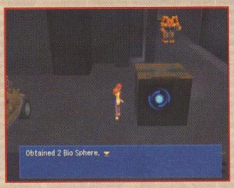
DOCKING BAY

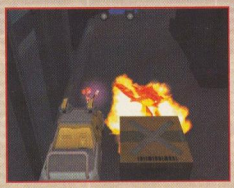
Exit the Elsa and head down the stairs directly outside the air lock. Follow the narrow catwalk north in front of all the U-TIC shuttles. At the end of the area is a Work Droid. Use the Beam Tech Attacks of Shion and KOS-MOS to clear these inane robots out of the way quickly. Vaporize the object behind the enemy to reveal a chest containing a **Defibrillator Vest**. Return to the stairs and cross the higher platform, blasting through three more Work Droid sets. Be sure to keep everyone healthy with Medica All and Medica Rest between battles.

WAREHOUSE STRIKE

Head north above the warehouse area and step on the moving walkway to the right. Vaporize the two red crates to find 2 **Frame Repair A** and 2 **Ether Pack DX**. Blasting the large yellow crate releases a Delphyne, but you can shoot the yellow shock canister nearby to gain the advantage. Climb down the ladder at the eastern end of the platform.

Use the maps provided to locate which containers in the warehouse have items and which do not. Be sure to destroy only the large yellow boxes that you must, so that the rest can be used to hide from the patrolling Work Droids.





BUILDING BRIDGES

Once you have collected the items, it is time to raise the bridges to connect the platforms overhead, to be able to reach the exit. Each console controls the bridge directly in front of it. Unfortunately, raising a bridge prevents the character from moving underneath it.

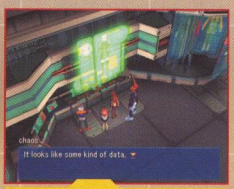
Start by going to the western alcove in the lower warehouse area, and press the button on the top console to raise the bridge marked "2" on the maps. Now you must create an exit from the alcove, so lower the first bridge, marked "1".

Head to the north alcove in the lower warehouse area, and raise both bridges. Then run up the center walkway to the raised area, and board the elevator.

THE JOACHIM LABS

The elevator arrives at level 41. Head upstairs to the next level and enter. Use the yellow shock canister inside the doorway to aid in defeating the Delphyne enemies. A dividing wall blocks access to the western side of the area. Enter the laboratory if you wish.

Move over the left wall to peek at an item chest on the other side of the wall.



Examine the brightly glowing panel to instigate a short conversation.

FURTHER ASCENDING

Return to the stairs and defeat an enemy on the next landing of the stairs. The laboratory on level 42 is another optional area, where you may initiate some interesting dialogue by examining the glowing displays.

Enter the first room on 43F and vaporize the large red crate to find an item chest. After extracting the 2 **Frame Repair Z**, proceed into the control room next door to use a U.M.N. save point. Examine the holograph depicting the Merkabah prototype to learn some more interesting facts.

EAST TO WEST CONNECTION

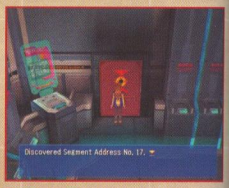
Level 44 is the connecting level between the eastern side and the western side of levels 40 through 43. Place Jr. in your party before engaging any of the enemies on this floor, because powerful new Gnosis called Demons are part of each set. Demons are very strong opponents that use powerful Ice attacks and float off the ground. Jr. excels at handling such creatures. Make sure that everyone is wearing strong armor that reduces ice damage.

Vaporize the dark glass at the top of the room to receive a **Rejuvenator**, and proceed into the small area to obtain MOMO's **Dragon Rod**. Unfortunately, a Demon lies waiting in ambush here. Make note of the two barred exits in this room and leave through the southwest door.

WESTERN 43 FEATURES

Descend to the western side of level 43, and press the switch to lower the partition wall. Now you may return to the control room on this level and use the U.M.N. save point at your leisure.

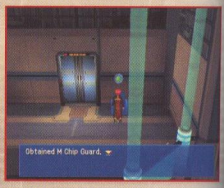
Vaporize the tall panel inside the western room on 43F to discover **Segment Address No. 17**. If you found Decoder 17 tucked deep inside the Song of Nephilim, then you may now open this door and obtain Jr.'s **BLOOD9**.



THE ANTENNA ACCESS SWITCH

Exit the segment address room and continue down to level 42. Defeat the enemy set with the aid of a flame canister and press the switch on the nearby panel. The obstruction on level 44 is removed. However, don't rush back upstairs just yet.

Investigate the western side of level 41, and defeat the enemy Gnosis posted here. Head through the small data room and exit through the eastern door. Open the chest near the dividing wall to obtain an **M Chip Guard**. Now return to level 44 and head south through the center passage.



PERILOUS DROP

The mechanized enemies patrolling the balcony over the satellite plate are each like minor bosses. However, don't let their size intimidate you. These mechs are looking for a fight with armored suits so that they can disable them with status effects. Just place the characters into your party with the most powerful Beam and Lightning Tech Attacks, which should be Shion, KOS-MOS and Ziggy. Exploit the weaknesses of each mech type and avoid hopping into an A.G.W.S. at the first sign of trouble.

Vaporize the two column objects on the eastern side of the balcony and continue to blast away obstructions to reach a chest containing a **Chakra Shield**. All your characters should start extracting the skill from this valuable accessory right away.

When you're fully prepared for an extremely long and difficult boss fight, move out to the edge of the catwalk and agree to jump from the edge down to the U.M.N. satellite plate.

BUCKLE DOWN TIME

As mentioned previously, the boss fights inside Proto Merkabah are grueling. Place your strongest characters with the best-developed Tech Attacks into the party. KOS-MOS is an essential character, but the speed must be increased on X•BUSTER and make sure it is set in her HI Slot. Shion and chaos should be good characters to employ. Transfer Shion's Medica All and Medica Rest capabilities to chaos, and possibly Revert. The best equipment setup for both characters' A.G.W.S. includes machine guns, Guard Recovery accessories and Fast Circuits won from previous boss fights, while status won't be a problem. Raise the Ether Defense of all characters with skills or accessories. At least one person needs the ability to read the HP of the enemies. Finally, evolve chaos' Supreme Judgement Ether if you haven't already, and set it for him.

PROTO DORA

HP	WEAK VS.	ITEM	RARE ITEM
12000	Beam	Frame Repair Z	Fast Circuit 50

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
165	100	170	20	50	10	6	32000	0	240	0	200

SCHUTZ

HP	WEAK VS.	ITEM	RARE ITEM
3800	Lightning	Frame Repair A	Fast Circuit 25

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
45	30	58	16	60	40	8	5000	0	100	0	60

Have chaos cast Protective Wear on everyone, while Shion steals rare items if possible. Launch X•BUSTER every turn and compliment it with Spell Ray or Rain Blade. Use chaos for healing during the battle. The two Schutz cause only minor damage. Proto Dora uses a physical assault called Steel Press, which causes as much as 600 HP damage. One character must be devoted to keeping the whole party at maximum health all the time.

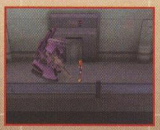
While Beam attacks are the weakness of the main boss, it quickly raises a protective shield. At full strength, this shield deflects up to 100% of the damage from Beam attacks. However, do not let this dissuade you from continuing to use Beam attacks. The two Schutz continue to take heavy damage from KOS-MOS' and Shion's powerful attack-all Tech Attacks. When the sidekicks are eliminated, Proto Dora's defense unravels. As the beam shield weakens, messages relay the relative strength of the shield.

Now the real battle begins. As the Beam Shield drops to only 50% defensive capability, Proto Dora announces "Begin energy recharge!" Quickly heal all the party members to full HP and use Veils or chaos' Protective Wear. On the round after this message, the boss unleashes an evil attack called Sonic Buster that damages all characters by close to 800 HP damage, so you'll spend the next few turns healing over again.

Avoid using Boost throughout the majority of the battle. As it accumulates, allow each character to store up two or three Boosts and wait. Once you reduce the boss to roughly 6000 HP, cast chaos' Supreme Judgement on the mech. As Proto Dora's HP drops below 5000, it tries to heal itself. Unless you lower its healing ability, Proto Dora recharges itself by nearly 4500 HP! With Supreme Judgement in effect, the boss can only restore roughly 2300 HP.

Now is the time to use Boost. You must blast through the last 5000 HP of the boss quickly, without giving it a chance to restore its own HP. If each character can Boost one after another two or three times in a row, unleashing their most powerful Tech Attacks each round, you stand a good chance of preventing the mech from being able to recover!

THE GALLERY OF STARS



Proto Dora leaves behind **Decoder 6** as it crumbles. Move to the left side of the U.M.N. transmission dish, and climb the ladder up to the western side of the balcony high overhead. Use items to restore the party before tackling the enemy patrolling near the exit. The combined strength of a Xanthosis and Iosys might be too much for weary characters to tackle.

Head across a short bridge and proceed into the next room. While dealing with sets of Demons scattered around the room, move onto the suspended gantry to incur a short scene. If you're worried about losing your progress, move to the eastern wall and unlock the door. Through this exit, you may return to level 43 and use the U.M.N. save point located in the control room.

On the eastern side of the circular opening in the floor, vaporize the object blocking the top of the ladder and climb down. Move around the lower area and vaporize a tall wall panel to reveal **Segment Address No. 6**. Use your prize from the last boss fight to decode the door and step inside to collect a **Trauma Plate**. Here is another accessory to begin extracting skills from immediately.

THE ABOMINATION MACHINE

Exit through the north door of the universal gallery room, and proceed to the right through the door. Sets of insidiously strong Gnosis, called Armaros, patrol the area above the reactor core elevator. The best way to fight an enemy that can increase its own speed so severely is to cast Boost 1 on all the characters repeatedly. Once each character has two or three points stored up, start Boosting one after another in succession to negate the monster's ability to fight. The best party continues to be Shion, KOS-MOS and Jr. or chaos. Try to steal as many Skill Upgrade S items from these fiends as possible.

Enter the north doorway to view an extended scene, then return to the Armaros's room and descend the east stairs. Step onboard the elevator and ride down to the reactor core levels.

DESCENT OF TRIALS

Stepping off the elevator, the party discovers a second U.M.N. save point. **This is the last save point in the game before the final boss fights.** It is imperative that you use a Bio Sphere, organize your group, improve Tech Attacks and extract Skills as much as possible, then save your game data. The road ahead is the most challenging part of the game yet.

Proceed left through the short corridor and activate the cargo lift platform. During the long descent to the bottom level, four enemy sets materialize, one after another, on the descending platform. Between sets, be sure to restore HP and EP, and keep your A.G.W.S. in shape.

The enemies encountered on the cargo elevator and in the corridor leading to the reactor chamber are not especially difficult to defeat. In fact, Baraqijals have a bizarre habit of healing a random character in either the enemy or the ally party. Azazels cast spells that reverse the HP flow of characters, so that damage heals them.

LAST CHANCE TO SAVE

Once you defeat all the enemies on the cargo platform and arrive at the bottom, clear out the corridor leading to the reactor core. Return to the U.M.N. save plate located on the level above. Reorganize your party to suit the coming battles, restore the characters with a Bio Sphere, and save one last time. At last, the time has come when this, your story, must be complete for now...

FINAL BOSS PREPARATION

What exactly can be said? It's the most difficult set of enemies faced in the entire game, so equip your characters with their strongest abilities. Having taken the time to find the Robot Parts and assemble the Erde Kaiser, clear out Shion's other Ether and set this amazing ability for her. If she does not have 60 EP at her disposal, equip her with an Angel Ring or the equivalent skill. The Erde Kaiser makes ending the game much easier.

Without the devastating Erde Kaiser at your disposal, prepare your party for war. The authors of this book were able to defeat the final bosses with a party of Shion, Jr. and KOS-MOS. More than one character in the party should be able to cast Medica All and Medica Rest. One character should be able to cast Supreme Judgement, so transfer it from chaos if needed. It could be that you favor other characters more. If so, incorporate the characters you have used and developed the most. Everyone must be protected against Ether Attack Down and Lost status. Equip skills or the Chakra Shield to negate EP Drain. Use any items or accessories that increase Boost, and make sure that Shion can cast Boost 1 and Quick if she cannot summon Erde Kaiser. Transfer the Boost 1 ability to other characters to increase your advantage. Also, protect your characters against fire damage for the long fight against Albedo. Equip accessories won from mini-games, such as the Bravesoul and the Life Stone. A healthy supply of Veils and Ether Pack DX would not hurt either.

The above guidelines prepare you for the final boss. Any A.G.W.S. you wish to employ are optional. However, a mech will be too slow to fight effectively unless it is equipped with a Fast Circuit accessory, the rare items won or stolen from previous bosses. You must also protect A.G.W.S. against Armor Failure and Engine Stop status abnormalities. That doesn't leave much room for a Guard Recovery. Equip the strongest weapons possible, such as dual gatling guns and the amazing LM11VX lancer arms.

ALBEDO

HP	WEAK VS.	ITEM	RARE ITEM
7400	None	Revive DX	Rejuvenator

STR	VIT	EATK	EDEF	DEX	EVA	AGL
115	30	90	40	60	50	12

EXP	G	T.PTS	E.PTS	S.PTS
54000	0	250	220	250

Parties that have assembled Erde Kaiser can save themselves from a massive headache by summoning the invincible robot. Erde Kaiser wipes out Albedo in a single attack, and you can save your strength for the more ominous battle to come. Just be sure to steal his rare item before casting him into oblivion. If you do not have the Erde Kaiser, seriously consider completing that short side quest before continuing. Fighting Albedo without it is nearly impossible for a human being to manage.

For instance, Albedo attacks as fast as a rabid dog and uses Ether to increase his speed even further. His main attacks involve a devastating HP drain and a fire-based Ether that causes the whole party some sorrow. As his HP decreases from your attacks, his ability to heal himself increases. Albedo becomes able to restore up to 1000 HP to himself by draining a character or A.G.W.S. almost completely, unless you cast Supreme Judgement to lower his ability. Albedo can be distracted from his task of slaying you if he must clear his status abnormalities.

Albedo certainly seems less fierce if you do not provoke him for a few rounds. The only way to fight his incredible speed is to use consecutive attacks to wear him down. Cast Boost 1 on all the characters repeatedly, while another character assumes the role of healer for the group. When everyone has accumulated two or three Boost, use Shion's turns to cast Quick on the party while the other two begin to assault Albedo. Once his HP drops to roughly 4000, start Boosting one turn after another. Launch everyone's most powerful Tech Attacks, such as Shion's Rain Blade, KOS-MOS' X•BUSTER or R•BLADE and Jr.'s Storm Waltz or Last Symphony. The last half of Albedo's HP is the crucial point, so you must prevent him from having a turn as much as possible. Good luck!

SOPHIE PEITHOS

HP	WEAK VS.	ITEM	RARE ITEM
16000	None	None	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
150	42	220	42	60	20	6	88000	0	250	250	250

JALDABAOTH

HP	WEAK VS.	ITEM	RARE ITEM
1200	None	Revive	Revive DX

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
120	30	120	1	60	50	9	2400	0	150	80	20

RATATOSK

HP	WEAK VS.	ITEM	RARE ITEM
1800	None	Revive	Revive DX

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
80	40	80	20	60	20	7	3800	0	180	120	20

Like Albedo, the final boss behaves depending on its remaining HP. For the first few rounds, restore everyone's HP and EP, then cast Boost 1 on all the characters several times. The attacks of the boss during this period should be infrequent and light, rarely doing any more than 300 HP damage. Once everyone has roughly two or three Boost, restore everyone's HP and go to work.

Summoning Erde Kaiser reduces Sophie Peithos by 9999 HP, and takes the battle immediately into the third stage. Use Boost to wipe out the Jaldabaoths, then the Ratatosks that the boss summons into battle. Anyone who cannot use Erde Kaiser should spend the first portion of the battle encased in A.G.W.S., and should transmit out of the suits when Sophie Peithos falls below 4000 HP.

Jaldabaoths appear soon in the battle, when Sophie suffers more than 2000 HP of damage. They act mainly as bombs, and when their HP falls below 200, they try to self-destruct to cause the party large damage. Use a Boost to prevent a Jaldabaoth from having a turn, and destroy it completely before it can explode.

Ratatosks materialize sometime after the main boss falls below 6500 HP. These devastating monsters inflict damage and Ether Atk Down in one fell swoop. With proper prevention against Ether Atk Down, you can quickly heal the lost damage points and wipe out the sidekicks by launching attack-all Tech Attacks such as X•BUSTER, Rain Blade and Storm Waltz.

Once Sophie falls below 4000 HP or less, the monster pulls out the big gun attacks. Dark Omen is an Ether blast unlike any you've seen before, and all characters and A.G.W.S. suffer roughly 800 HP damage. Therefore, it is important to enter this battle with a Scope or Search Eyes equipped in order to foresee this stage of the battle. Just as you're about to knock the boss below 5000 HP, take a few turns to consume some Veils and heal all party members. Use Rejuvenation items, if available, to regain EP as well. One character must be devoted to casting Medica All on every turn to keep HP levels well over 900 HP for the rest of the battle. Now is the right time to start Boosting characters, one after another. Try to prevent the boss from having many turns for the rest of the fight. Take the battle home, and keep hitting Sophie Peithos with your most powerful assaults, even if they are attack-all Tech Attacks against only one foe.

LET THE SAGA TAKE YOU

You have completed the first of what may be the greatest RPG saga ever created. Some answers lie before you, and some cosmic mysteries have only just been unveiled. The only way you're going to learn more is by sitting through the credits, where more dialog occurs and several characters offer new thoughts on the events in progress. Do not turn off your console, and be sure to save your clear game data for use in *Xenosaga: Episode III!*

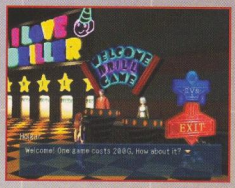
PART III
Appendices

DRILL PASSPORT

Obtain the Drill Passport by assisting Holgar in the hall of the Woglinde by using the drill to remove some obstacles for him. Start using the Drill Passport to play the Driller Game upon reaching the first EVS Plate. The Driller Game has a simple concept, although the execution requires a good eye and some precision. Use ■ to move the drill strut up to the desired position, then use the same button to move the drill along the strut to the proper position. The drill bit then drops, and destroys anything directly underneath.

GETTING STARTED

In order to play the Driller Game, locate a save point marked with one of the blue EVS Plates. Open your inventory with ▲ and select Items and move to the Special Items menu. Select the Drill Passport from the list to begin the Driller Game.



Activating the passport takes you next to two booths, with Holgar and Hollyanna waiting to assist you. Speak to Hollyanna for information on the game. Speak to Holgar if you wish to play the Driller Game, or to get instructions on a specific mission or mode.

Free Mode allows you to gain various inventory items, with a chance at a Drill Key that unlocks one of five hard-to-find items. There are also four missions where you must meet a specific objective in exchange for a special reward, although not all of the missions are immediately available.

Each game, no matter the mode, costs 200 coins. You can play five games between the various modes, after which point you are told that the drill needs to be prepared, and that you must return at another time. If you wish, exit the area and return immediately via the Drill Passport to continue playing.

LOW ON CASH?

In the early stages of the game especially, every coin is important. If you find yourself with extra items but not enough cash to keep playing, speak to the man being circled by a girl, below Holgar and Hollyana. He will buy any extra items from you, giving your account a quick reprieve.

THE PLAYING FIELD

Drill Arm — The strut moves up and down this arm, which does not move.

Size Indicator — This shows you which drill bit you are currently using, varying between weakest, normal, or most powerful.

Drill — The drill itself, which slides horizontally along the strut, is the second piece which you will move into position.

Strut — The horizontal (from this viewpoint) bar that allows the drill itself to slide back and forth. This is the first piece that you move vertically into position.

The weakest drill is the hardest to use and requires the most precision.

You will soon be quite familiar with the normal drill, which requires some precision, but still has a better area of destruction than the weakest drill.

You must make an effort to get the strongest drill, but this effort pays off in the great area of destruction made possible by this huge drill.

CONTROLS DURING THE DRILLER GAME

■	Hold down to move the drill strut up to the position you choose. Release to stop the strut. Then press and hold again to move the drill along the strut, releasing when the drill is in position. You cannot reverse the direction of movement, or re-start the movement of either the strut or the drill once you have stopped it.
SELECT	Pause and resume.
X	Quit a game in progress. Once you quit, progress in that game is lost, although any items that you have already uncovered in Free Mode remain on the field for you to retrieve.
Left Analog Stick	Move left and right to turn the playing field. Move up and down to Raise or lower your perspective.
R2 button	Toggle directly between three quick viewpoints — from the side, from the front, and from directly above.

FREE MODE

In this mode there is no time limit, so you have no need to rush in placing the drill. You instead get five tries to position the drill and destroy the random objects that are scattered over the playing field. Different objects hold one of a different selection of items, or may just contain nothing. After these five attempts you are allowed to run over to the playing field and collect the items uncovered during the game. Do not begin a new game until collecting the items, or they will be lost.

If you are lucky, you may uncover a **Drill Key** when you destroy a container. Drill Keys unlock one of the special doors along the wall north of the playing field, each door containing a chest with a rare item. No more Drill Keys appear after you have unlocked all five doors, but the usual items that you can win are still useful.

The best single viewpoint for any of the modes is usually the birds-eye view as it allows for the most accurate placement of both the strut and drill. On this non-timed Free Mode switch between the side and front views if this is helpful, but most of the missions are not as generous with time to allow you to constantly switch viewpoints.

You must realize that, depending on the portion of the field where you are drilling, the apparent position of the drill may not be where it actually comes down. To place the strut, try to use the junction of the drill arm and the strut as a visual guide, using the tile patterns to aid in judgment. When placing the drill itself, remember that as it moves more toward the right edge of the field, you should place the drill so that it appears farther to the right of the object you wish to destroy.

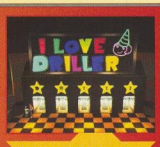
FREE MODE PRIZES

Large Boxes (square or round)	Med Kit, Ether Pack
Card Boxes (heart, diamond, etc.)	Antidote, Neuro Stim
Balls	Escape Pack, Hemlock, Drill Key
Thin Boxes	Coins (50 g or 100 g)
Blue Cylinder	Ether Pack DX, Ether Pack S
Purple Cylinder	Coins (100 g or 300 g)
Red Cylinder	Med Kit S, Med Kit DX
Yellow Cylinder	Bio Sphere, Cure-All

Always remember to retrieve your Free Mode prizes before the next game!

DRILL KEY PRIZES

D	Thief Ring
R	Battle Mask
I	Life Stone
L	Fast Circuit 25
L	Guard Recovery



Five rare prizes await you, with just the help of five Drill Keys.

MISSION ONE

The objective for this first mission is to destroy all of the boxes within 80 seconds. The final box must be destroyed and the drill and strut returned to their starting positions before the timer reaches "0" in order to successfully complete the mission.

The catch is, even if you destroy the boxes one by one as quickly as possible with no misses, you cannot destroy them all before the end of the time limit. In order to win this mission you must place the drill precisely at the meeting of two boxes in order to destroy more than one box at a time, and you must do this at least four times. Remember not to miss on any of your drilling attempts, and not to waste any time!

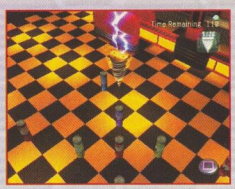
The reward for completing a mission is a **Speed Stim DX**. Complete the mission additional times to earn five packs of **Card Pack #1**. If you fail at the mission, the consolation prize is a **Med Kit**.

The drill games in general require great precision in placement, some missions more so than others do. This only gets worse under the pressure of a ticking clock. Keep your head and practice, to win them all.

MISSION TWO

Here, you must use the drill very precisely in order to destroy very small containers. You have 120 seconds in this round, so you can miss multiple times, but you must still concentrate on being as accurate as possible.

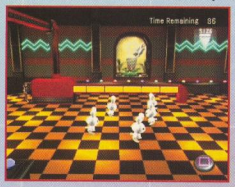
Since you have extra time in this mission, you may wish to take more time with the placement of the drill to be as precise as possible. If it helps, you might also use the extra time to switch between various viewpoints in order to find the best perspective for each placement. Don't waste too much time, however, as the time will fly quickly, with a good amount of boxes to destroy.



This time if you win the mission you receive a **Yamato Belt** in return. As before, complete the mission again for five **Card Pack #1**. The consolation prize is again a **Med Kit**.

MISSION THREE

This mission appears on the Mission Menu after talking to Bunnie in the Encephalon. This time around you need to hit moving targets (marching Bunnies) within the time limit of 90 seconds.



Luckily each Bunnie moves back and forth along a set path. It is fairly easy to gauge the path of each Bunnie, and to set the drill down directly in front of it so that the drill will hit a spot at the same time as the Bunnie. Bunnies may walk into the drill bit even if the drop misses, so getting close may get the job done.

The consolation prize and the prize for repeat winnings are the same as in previous missions. The first time that you successfully finish the mission, you receive a **Hunter Goggle** as a prize.

MISSION FOUR

Mission Four also appears after talking to Bunnie in the Encephalon.

This mission can be either the most difficult or the easiest, depending mostly on luck. You have 50 seconds on the clock, during which you must destroy one randomly, rapidly moving Bunnie that roams over the entire field.

The Bunnie in this mission has no set path, and it moves very quickly, zig-zagging back and forth all over the place. This means that your best bet is to drop the drill repeatedly around the center of the drilling field, hoping that the drill intersects the path of the Bunnie at some point. Keep dropping it and chances are good that you will hit the target at some point within the fifty seconds.

Your prize for finishing this mission is a **Swimsuit**. Again, the consolation and repeat prizes are the same as in the first three missions.

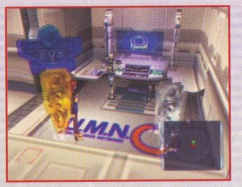
AFTER THE MISSIONS

If you manage to successfully finish all four missions, along with the prize for each mission you will also receive the bonus prize of the **most powerful drill**. This special piece is a very large drill bit that allows you to destroy multiple items at a time with ease. Not only does this allow replays of the previous missions to go more quickly and smoothly, but it also lets you destroy more boxes in Free Mode within your five attempts. You may even manage to destroy every box on the field, if you are lucky and place the drill carefully.

There is a drawback to using this prize, however. Although you can choose between the normal and most powerful drills when you select a mode to play, sometimes choosing the most powerful drill backfires. Every so often when you select this drill, the weakest drill is mistakenly attached, meaning that you must play with an even smaller drill than the normal drill. The most powerful drill is useful enough, however, that it is usually worth taking the chance.

CARD PASSPORT

Obtain the Card Passport in the Elsa by speaking with the robotic bartender in the ship's bar. The Xeno Card game opens for play upon reaching your first EVS accessible save point.



Xeno Card is a faithful rendition of a collectible trading card game that has its own unique rules and components. In order to master the game, collect card packs and promotional cards wherever possible. Work hard to create the perfect deck, and learn the nuances of the game itself to defeat your opponents.

GETTING STARTED

In order to play Xeno Card, locate a save point marked with one of the blue EVS Plates. Open your inventory and select Card Passport from the list to begin Xeno Card.

After selecting the Card Passport, the Main Menu for the game opens. Make a choice from the various options. If you have not played the game previously, or have new card packs to open, choose the Card Menu option, or you may wish to begin by viewing the help index or a tutorial under Help. To dive right in, select the Game Menu option to choose from the Xeno Card games offered.

LEARNING THE ROPES

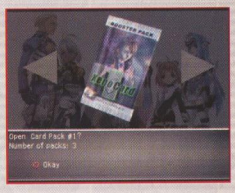
To view some in-game help for Xeno Card, choose the "Help" option from the main Xeno Card menu. You are then given the choice between "Tutorial" and "Help."

The "Tutorial" choice allows you to watch a step-by-step guide to playing the card game. After selecting this option, view each progressive step at your own pace by pressing R1. To review the previous step, press L1. Press START at any time to end the tutorial.

Choose "Help" to read files on specific topics related to the card game. Scroll through the help index with the up and down directional buttons. Use ● to select the general category, or press the right directional button to choose from the more specific topics under that section. Use ● to select the topic you wish to view. While you are viewing a help file, press R1 or L1 to view the next or previous file in the list. X takes you back to the last file you viewed, while ■ returns you to the index. The START or SELECT button returns you to the Help Menu.

PREPARING A DECK

Once you are familiar with the rules of the game, the natural next step toward playing is to create a deck of your own. If you wish to try your hand at the game with a basic deck to get the hang of things, choose to play immediately with a basic starting deck of cards that is provided along with the Card Passport. If you wish to do well in the game however, you must sooner or later start to alter your deck, or just create your own from scratch.



First choose the "Card" listing from the main Xeno Card Menu. If you have bought or won any cards and wish to open the packs, choose "Open Card" from the sub-menu that appears. A display of the first card pack type that you have appears, with the name and number of packs of that type displayed below. To open one pack of the type that is currently displayed, press ●. To switch to the next or previous type of pack, press the right or left directional buttons. To stop opening cards at any time, press START and confirm your choice with ●.

FINDING THE CARDS

A beginning deck of cards is provided free with the game, but you naturally want to find more and better cards to include in your deck as you travel.

The most common way of getting new cards is to buy the packs at the shops you visit. Most shops sell them, listing them in the last item category. You should be able to find the Starter Sets and Card Pack #1 soon after finding your card passport, although Card Pack #2 does not show up in the shops until a bit later.

You can also gain these two normal card packs through the mini-games, as well as through winning at Xeno Card itself. The Xeno Card tournament also allows you to win one of two special promo cards each time you win all five rounds, with the exception of your initial win, where a Tuned Circuit is the prize.

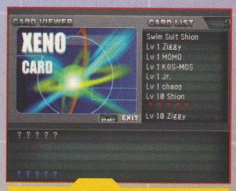
Some special cards are found in special locations, or by completing special events. See directly after the main card tables for information on where to find each specific promo pack.

Each time you open a pack of cards, a screen appears with the cards from the now-open pack displayed in a row. Press the right or left directional buttons to scroll through the cards. Press ●, and you see which cards you still have and which have been sold for five G each, as you can only have three copies of each card. When you have no more packs to open, press ● to return to the "Card" sub-menu options.

BACKING UP

Note that each card pack gives you random cards at the time that you open it. If you have limited funds but really want a specific card from a pack, try saving the game directly after you buy or find a pack. This way, if you open the pack and get nothing that you like, you can load the previous save and try again and again — so long as you have the patience.

To view the cards that you own without actually creating or altering a deck, select the "View Cards" option from the "Card" sub-menu. Within the card viewer, the up and down directional buttons scroll through the cards that you own and display the highlighted card itself, listing "?????" in the place of any that you have not yet found. Press START when finished and press ● to exit the card viewer and return to the "Card" sub-menu.



Each new card gives you new opportunities for your deck, although it will take a long time to fill all the empty spaces.

After opening and looking at cards, select "Create Deck" from the "Card" sub-menu to create or alter a deck for Xeno Card. Choosing this option brings up a list of five decks that you can scroll through with the up and down directional buttons. The first time you play, all five decks are identical, and are composed for the most part of common cards. Pressing the right directional button while highlighting one of the decks allows you to scroll through the cards within that deck instead, or to press ▲ to display a specific highlighted card in more detail. Press ● while you are highlighting a deck in order to load and alter that deck using the deck creation screen.

The deck creation screen itself consists mainly of a list of all your cards and their quantities to the left, and the cards and their quantities in your selected deck to the right. To add a card you must have less than 40 cards currently in your deck. If this is the case, scroll up and down along the left-hand card list until the card that you wish to add is highlighted, then press ●. To remove a card from your current deck scroll up and down along either list until you reach the card that you wish to remove. Press **X**, and the card is gone from your deck. To see any highlighted card in greater detail, press ▲. To save the deck that you have created, press ■ and choose the slot in which to save it. To exit without saving the deck, press START and confirm with ●. SELECT brings up in-game help on deck creation. L1 or R1 toggles your card list between the various listings of all cards, battle cards, event cards, or situation cards, while L2 or R2 does the same for listings of all, human, realian, unknown, gnosis, mech, or weapon cards.

When creating a customized deck remember that there are three general types of cards to include among your 40 cards. The red battle cards are the mainstay of your deck, as they are placed onto the field and both protect you from direct damage and do repeated damage to an opponent's deck. Yellow event cards bring about effects that take place instantaneously and last for a very brief time if they have any duration at all. Blue situation cards are played onto the field as well, and last either for a specified number of rounds, or until removed with an effect. While the battle cards are typically the focus of most decks, event and situation cards are important to keep in mind as well. They can enhance battle cards, give a special "twist" to try to take the opponent by surprise, or protect you from special situations brought about by the opponent.

WHICH BATTLE CARDS TO USE?

As mentioned above, your battle cards are the mainstay of your deck, being used as both damage-dealers and as protection for your own deck, along with any other special effects that they may have. Whether you decide to create a deck of all or mostly one subtype of battle card, or to include cards of all subtypes, you should keep some of their general strengths and weaknesses in mind.

CARD DATA

SUBTYPE	STRENGTHS	WEAKNESSES
Human	Fairly well-balanced in general between cost and effectiveness. Many have useful special effects. They also count toward many requirements	Few really tough or damaging powerhouses.
Realian	Very quick to get onto the field at low cost with low or no requirements, and can equip weapons that humans can equip.	Tend to be weak, and many need weapons to do any ballistic damage. Realians also do not count toward any requirements except the "blank" requirements.
Mech	Usually quite tough, and can deal a lot of damage. They also count toward some useful requirements, and a few have nice special abilities.	Mechs tend to be more costly, and require that you have humans in the deck as well for their requirements. The very powerful mechs also have high requirements.
Gnosis	Tend to be more powerful than humans and realians, and are good for their "sneak attack" substitution ability.	Both the sacrifices necessary and the requirements on each card require extraneous cards that take up valuable slots in your deck. The events and situations that use gnosis as requirements are also different.
Unknown	Their special abilities make them unique, and useful.	Their main weakness as a type is that there are not enough to really create a deck around them. Also, they only count toward the "blank" requirements for other cards. Do not forget that even the human-looking unknown cards cannot use the weapons of the other subtypes.

PLAYING THE GAME

While you can have fun trying to collect and view all of the cards or trying to create the perfect deck, sooner or later (and probably sooner) you will want to play an actual game. When that time comes, choose the "Game" option on the menu, and choose which of the game options you would like to try.

AVAILABLE GAMES

EXHIBITION

This choice begins one game pitting you against a computer opponent. Choose the deck that you would like to use from your deck list, then either accept the computer opponent which has been chosen for you with ●, or press **X** to have the computer offer a different opponent.

Whichever opponent you wish to play against, if you do win your game, you receive one of the two common card packs as a prize. This makes the Exhibition game a fairly fun and easy way to get used to the game, and to build up your deck a bit before tackling the tougher challenge of the Tournament.

Even in the Exhibition matches, victory has its sweet reward.

TOURNAMENT

This is much the same as the Exhibition game, except that rather than playing against one opponent, one of your decks is pitted against five successive opponents, assuming you last long enough. There is no opportunity to switch decks between rounds, so choose your deck carefully. The Tournament ends either after beating all five opponents, or after your first defeat. If you make it past the first round you receive some sort of prize whether you win or lose, although they get better the further in the Tournament you go. If you decide to quit in the middle of a game however, the Tournament ends and you receive no prize, so if you are past the first round it is always worth seeing out the current game, even if you know that you will lose.

The prize for losing in the second round is one card pack, as in the Exhibition game. If you lose in the third round, you win two card packs, not necessarily of the same type. Make it to the fourth round and lose, and you continue the trend by winning three packs of cards. Win through to the fifth round and lose in that final battle, and you receive four card packs. If you manage to pull through and win the whole Tournament, you receive five card packs and one promotional card, either **Swim Suit Shion** or **Swim Suit Momo**. The first time you win the tournament, you receive a **Tuned Circuit** in the place of the promotional card.

2P BATTLE

This option allows two players to play against each other, using the 1P and 2P controller ports. Each player chooses a deck from the normal listing of five decks, and can even use the same deck if they wish. Such a game is just for fun with no prizes to be won. Furthermore, as each player will be able to see his or her opponent's hand as the different sides are displayed, this is not quite a typical two-player card game.

CHANGE BG

This selection is not a game itself, but is included within the same submenu. Each time you select this option, it cycles through the next in a series of possible backgrounds.

THE PLAYING FIELD

FIELD — This is the area comprised of the Battlefield, Standby area, and Situation area. Cards which refer to the "field" are referring to any of these three areas, while cards referring specifically to the Battlefield only deal with that specific section of the field. Your side of the field (or player one's side in a 2-player game) is colored blue, while the opponent's side (or second player's side in the 2-player game) is colored red.

STANDBY AREA — Your battle cards enter the field here when you play them. You can move cards freely back and forth between the Standby area and Battlefield during your Move phase, so long as you do not try to put more than four cards in either area. Although there are exceptions, your cards are generally safe from attack within the standby area.

HAND CARDS — These are the cards in your hand. If there are more than six cards in your hand during your adjust phase, you must discard down to six.

DECK — The deck is your draw pile, and also your "life" for the game. If your deck gets down to zero cards at any point, you lose the game.

BATTLEFIELD — The area from which your battle cards attack the opponent's battle cards, or deck. Any card here is open to attack by cards within the opponent's Battlefield as well.

SITUATION AREA — Any situation cards which you play are found here, unless they are destroyed by an effect or have a limited duration which expires, at which time they will be moved to the junk pile.

JUNK PILE — Like the lost pile, this is a discard area, where the cards which have actually been used or been discarded from your hand are stacked, face up. Again, these cards are out of the game unless an effect allows you to retrieve cards from the junk pile.

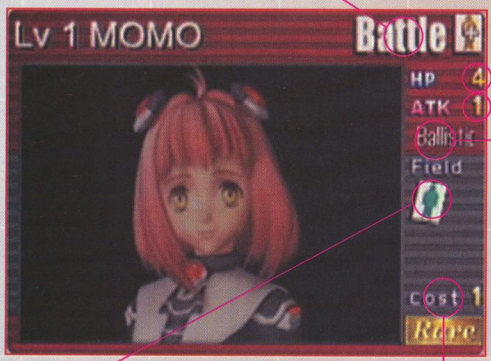
LOST PILE — Cards which have been taken away from your deck by damage or otherwise "lost" due to an effect are piled here, face down. These cards are out of the game, unless an effect allows you to retrieve a number of cards from the lost pile.

THE GAME IN GENERAL

While each selection on the "Game" submenu lets you play a different structure of games with different prizes, the game itself remains the same in each case. Before you begin playing this game under any form, it is best to have some understanding of the cards themselves. There are three main types of cards, each with a different function, and various subtypes of the battle cards as well. Understanding the card types and how they interact is essential to being able to create a truly powerful deck, and to using it effectively in the Xeno Card game itself.

Cards come in one of three types — battle cards, event cards, and situation cards. Battle cards are bordered in red, and also have a symbol showing which subtype they are. These are the cards that take part in battle on the field. Event cards are bordered in yellow, and cause an immediate effect to take place. Situation cards are bordered in blue, and like the event cards they cause an effect, but in this case the effect lasts for more than one round. The various fields on the card are explained below.

Card Type/Battle Card Subtype — The card type restates the card type as shown by the border color. For battle cards, there is also a subtype shown by the symbol to the right of the "Battle" label. These cards can be of the human, realian, mech, gnosis, unknown, or weapon subtypes. All of these are the cards that you play onto the field in order to participate in battle, except for the weapon cards, which replace the attack type and damage of the battle card that you play it on. Each battle card subtype has its own strengths and weaknesses in general, and the various cards can meet requirements for playing other cards in turn. As for the weapons, keep in mind that you can only play one per card, and that any other weapons played after the first will just replace the previous weapon card. Also, the weapon does not actually enhance the original card's attack — it replaces it. This is useful for allowing a hand-to-hand battle card to have a ballistic attack, or for making a card with a low damaging attack into a stronger attacker, but if you are not careful you could end up weakening a card with the wrong weapon.



Requirements — Here you can find the requirements needed to play the card onto the field, or to play an event card to bring about its effect. Each symbol corresponds to one of the battle card subtypes, where a blank symbol means that any type of card can meet that requirement. Each battle card (except for weapons) on your field without an "E" symbol (showing that it was just played) counts toward a requirement. These cards are not "used up" by meeting a requirement, so you can play multiple cards with the same card on the field meeting requirements for each. A card cannot count as two requirements on the same card however, so if a card has a human icon and a blank icon in its requirement field, these two requirements cannot be met by only one human card.

Cost — The cost shows how many cards you must move from your deck into your lost pile in order to play the card. This has the effect of damaging your own "life" in the game, so be careful of playing high-cost cards, and make certain that they are worth the price.

HP — HP determines how much damage a battle card can take before it is destroyed and is moved into the junk pile. Each damage point dealt to the card removes one from the HP total. When the card's HP reaches zero, the card is destroyed.

Attack Damage — This number shows how much damage each attack from a battle card deals to an opposing card or to the opponent's deck. Some cards or effects raise or lower this number, while weapons replace it with their own.

Attack Type — There are four types of attack for the battle cards. Hand attack cards deal only hand-to-hand damage to a card that is directly touching and in front of it. In other words, it must be in one of the top spaces of the battlefield, and be attacking a card also at the top space of the opponent's battlefield directly in front of it, in order to deal its damage. A hand attack card will not damage the opponent's deck unless the attack type is changed by a weapon card. Ballistic attacks allow a battle card to damage any enemy card in a direct line in front of it, from any distance, or to attack the opponent's deck if no cards are in the way. Spread attack cards deal their damage to every card on the opponent's battlefield. Homing attacks damage the opponent's deck directly, ignoring battle cards on the battlefield. Within the card text for a card, attacks may also be described as penetrating, which means that any damage above what is needed to destroy the first card that it attacks is moved on to the card behind it, and on to the opponent's deck itself once no cards remain in line. Finally, some cards attack every other round, which means that each battle phase, one dot beside the card's attack listing on the battlefield is filled in, and the attack takes place on a battle phase where both dots are already filled.

Most battle cards have the information described here. Weapon cards do not have an HP value, as they only replace the attack on another battle card. Event and situation cards do not have the subtype, HP, attack damage or attack type listings.

Most cards also have text describing their effects, or giving any extra information. This text can be displayed by pressing ▲ while the card is highlighted in the game, or while viewing the card outside the game.

In this phase, Lv 10 KOS-MOS is still charging her spread attack. Note that only the first dot under the word "Spread" is filled in. The second will be colored in during your next battle phase, so long as she remains on the battlefield.

Here KOS-MOS has charged her attack, as can be seen by both solid dots beside her card, and is currently using her spread attack to damage every quarter of the opponent's battlefield. Note that cards of this type do not "charge" their attack in this way when in the standby area.

Placing the cursor on a card in your hand or on the field and pressing ▲ allows you to see any abilities that the card has, or effects that it will cause. You can see the same information in submenus such as the Card List.

three more chances to exchange the cards for a new starting hand. Keep in mind that you need to have a battle card with zero requirements in order to really start playing good cards and to build up your field, and select your starting hand using the requirements as a basis. Be careful though in exchanging a decent starting hand in hopes of something better — you cannot return to a previous hand once you have discarded it, and once you make the third exchange, you are stuck with what you get, no matter how useless.

Choose your beginning hand carefully, keeping the requirements of each card in mind, but be careful of giving up a good hand for a chance at an even better one, as you may be stuck with an unplayable hand.

After familiarizing yourself with your cards, you are ready to learn the ropes of the game itself. Choose one of the game options to finally dive into Xeno Card.

You as the human player always get to start the game, with your half of the field colored in blue and facing you. You must immediately make your first decision in the game by deciding whether to keep the cards in your starting hand. You have six cards to start with, and have up to

As soon as you have chosen to keep a hand (or have been stuck with one after the final exchange) you move into your first draw phase. After this point, your turn proceeds in a set cycle, after which your opponent proceeds in the same cycle, and so on:

XENO CARD CONTROLS

X — Cancels a text notice without taking action, if allowed. Returns to the previous menu screen.

● — Selects a highlighted card. Exits a text notice and/or confirms a decision.

■ — Ends a phase of the Card Battle.

▲ — Displays a highlighted card in detail.

Directional Pad — Moves cursor around on the card field, moves between highlighted cards, cycles between menu choices.

START — Opens start menu

SELECT — Brings up the help screen for the current phase.

R1 — Switches to the weapon of a card being viewed, while holding down ▲.

L2 — Rotates the playing field 180 degrees.

Draw Phase — Draw (normally) one card.

Move Phase — Move cards freely between the standby area and the battlefield (with a maximum of four cards per area), or arrange battlefield cards in a different formation.

Event Phase — You have the chance to play the event cards in your hand. The opponent may use a relevant event card to counter your own event; otherwise he or she cannot play any event cards at this time. During this phase you can also trigger effects from any relevant battle cards or situation cards.

Set Phase — During this phase you can play one battle card and one situation card, with the exception that some battle cards specifically allow you to play them in addition to your normal one-per-turn, such as weapons or realians.

Block Phase — This is the phase of your turn in which your opponent has a chance to play event cards before battle takes place. As with your event phase, you can counter event cards if you have the right cards in your hand, but you cannot play any other event cards at this point. Again, effects from some battle cards or situation cards can be triggered during this phase.

Battle Phase — The cards on your battlefield do their damage to the opponent's battle cards or deck. This is also the phase in which the "E" mark disappears from cards played in the preceding set phase.

Adjust Phase — If you have more than six cards in your hand you must choose a card or cards to discard until you have only six.

Continuing with the hypothetical first game, you draw your first card, which brings you up to seven in your hand. As you have no cards already on the field, you cannot act during your first move phase, or play event cards in your first event phase, since you do not meet any of their requirements. These two phases pass by automatically.

When your set phase begins, your hand is displayed face-up, with battle cards first, then situation cards, all in bright colors. The event cards are displayed with a grey shadow over them at the right of the hand as they cannot be played during this phase. You can now use the right and left directional buttons to choose a battle card and/or a situation card to play so long as you meet the requirements for each card. Naturally, during this first set phase this means that the cards must have zero requirements in order to play them and to start building up your field. Don't worry if the cards that you play to start with are not the most powerful — you can use them to build up requirements for better cards to come. As you play a card its cost is automatically removed from your deck and moved to the lost pile. Keep in mind that the cards in your deck are also your "life" for the game, and balance the cost of each card with its usefulness to you. As you play a battle card it goes into the standby area, while playing a situation card sends it directly to the field. Each card that you play has an "E" mark on it at first, which means that it cannot be used at this time either for its effects or as a requirement. This mark will disappear during the next battle phase, at which point you can use the card to meet requirements from then on. When you are done playing cards, press ■ to end the phase.

REMEMBER THE REQUIREMENTS!

When you are building your deck, keep these first few important set phases in mind. While it might be tempting to include many high-powered special cards and only a few of the weaker ones, remember that these weaker cards are the ones that allow you to build up the requirements for any other card that you play. It does not matter how many strong, powerful cards you have in your current hand if you have no zero-requirement cards to play during your first set phase. So make sure that you include enough zero-cost (and one-cost) cards to build up requirements during your first couple set phases in order to allow you to then play the stronger cards. Keep in mind that you need enough per deck that you will be almost certain to draw some of these low-cost cards during your first hand, or within the three allowed exchanges.

Next in the cycle is the block phase, although as your opponent meets no requirements for now he cannot take any action. Likewise, your first battle phase goes by without action, as you have no cards in the battlefield. The final phase in the cycle is the adjust phase, where you must discard down to six cards if you were not able to play any cards during your set phase.

Your opponent's first turn goes by much in the same fashion as your own. The main difference during the cycle this time is that, as you may have a battle card on the field, you have the chance to play the event cards in your hand during his block phase. Once again your hand is turned face-up, this time with the event cards at the front of the hand in vibrant color, the other cards trailing behind in dull tones. Once you are done playing event cards in this phase, or if you have none that you wish to play, press ■ to end the phase.

During your second turn you have more choices as you now can meet some requirements. When your second move phase begins, you can move any battle cards that you played last turn from your standby area into your battlefield. This is necessary if you wish to damage the opponent with your battle cards, but it also exposes your battle card to attack from the opponent's cards on his or her turn. Keep an eye on what is in the opponent's standby area, keeping in mind also that some cards will allow a quick substitution on his or her next turn to go directly from his or her hand to the battlefield, and if you really need a particular card to meet requirements, consider leaving it in your standby area for a turn or two.

SUBSTITUTION

There are two types of cards that normally allow for substitution, where one card is placed into the junk pile and another moves onto the field. The first type is a subset of the character cards, those with a level. The second type is the gnosis.

For the character cards, the substitution requires that a lv 1 version of the card be on the battlefield (not in the standby area) while the lv 10 version of the same card is in your hand. During your set phase you can then remove the lv 1 card and place the lv 10 card in the same spot. The lv 1 card goes into the junk pile. You cannot have more than one version of a character card of this type on the field at a time, although you may have a back-up in your hand. For example, if you have lv 10 Shion on your field, you cannot play a lv 1 Shion or a Swim Suit Shion (or second Lv 10 Shion) unless the lv 10 Shion is destroyed.

Note that if the lv 1 card has been damaged, the damage carries over to the lv 10 version of the card as well. Likewise, if you use an effect to raise the attack of the lv 1 card, this carries over to the lv 10 card. Weapons equipped on the lv 1 version, however, go to the junk pile along with the lv 1 card.

Gnosis are also substituted for one or more cards on the field. In this case however, they are not truly taking the previous card's place, but are instead destroying the previous card and entering the battlefield. This means that you do not have to have the sacrificial card already on the battlefield, but instead can sacrifice the card from the standby area, putting the gnosis immediately onto the battlefield. This distinction also means that unlike the character cards, the gnosis does not carry over any damage or boosts from the sacrificial card.

None of the cards being substituted for others in this fashion receive the normal "E" mark after you play them. They can count toward requirements or attack the opposition as soon as they are played.

In your event phase, you can play event cards but only if you meet their requirements. Your set phase proceeds in much the same way as before, except that you may have the chance to play slightly more powerful cards now. Keep in mind however that your opponent, likewise, now has a chance to actually play an event card during your block phase.

The battle phase of your second turn may actually see you doing some damage with your battle cards for the first time, if you did decide to move any cards from standby into the battlefield. Your battle cards in the battlefield do damage to the opponent in a set order and in a straight line. As your opponent has no cards in his or her battlefield for this turn, you damage the deck directly, assuming your card has a ballistic or homing attack. In later battle phases where your opponent has cards on the field your battle cards will attack those cards first, only attacking the deck directly if there are no battle cards in the way. See the sidebar "Order of Attack" for specifics on which cards attack in which order.

ORDER OF ATTACK

Battle cards on your battlefield attack in a specific order during your battle phase. The general order of attack is left to right, front to back. Each player's battlefield has four numbered quarters, numbered 1 through 4 in the general order of attack.

Keep in mind however that cards that attack by hand take their turn before the ballistic or spread attacks, while cards with a spread attack take their turn after the others. In the picture below for example, Gaignun (the highlighted card) is attacking first using his hand attack, to be followed by the VX-10000 and then lv 10 Shion with their ballistic attacks.

Note that the two Jr. cards can attack during the opponent's battle phase as well. This attack takes place after all of the attacks from the normally attacking player.

From here, play proceeds in the same order as before, getting more complex as more cards are on the field but always following the same cycle. Every game will be different, and it is up to you to create a deck that is able to meet all of the challenges and conquer each opponent.

THE CARDS

As your deck can only contain forty cards, with a maximum of three copies of each card, you must carefully weigh the benefits of each with its drawbacks in order to create a deck that is as well-balanced as possible.

The cards in the following table are listed by the short name that is found on the View Cards Menu, followed by the longer version of the name found on the card itself where applicable. The abbreviations in the "Pack" field for the card packs are as follows: S = Starter Deck, 1 = Card Pack #1, 2 = Card Pack #2, PA is Promo Card A, and so on. Cards marked by an asterisk(*) in the "Pack" field are not found in any pack, but are instead won singly in the card tournament. See the Card Pack listings for further information. The Notes fields of these tables contain not only special abilities for the card that are found in the card's text, but also any tips on how or when to best use that card, as well as clarifications on its abilities.

BATTLE CARDS

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
1	Lv 1 Shion	Human	1		4	1 Ballistic	S,1

NOTES:
Draw a Lv 10 Shion card from your deck and add it to your hand whenever this card destroys an enemy card. Shuffle your deck afterward. Shion is a very good starting card to play, as she has a good HP value for her cost, and can let you play some other cards without cost.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
2	Swim Suit Shion	Human	0		4	3 Hand	*

NOTES:
This counts as "Shion" for the purposes of cards which reference a Shion card, but not as a Lv 1 Shion, for cards which reference that specific card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
3	Lv 1 Ziggy	Human	1		5	2 Hand	S,1

NOTES:
Any battle card attacked by this card will be downed. This card cannot equip weapons.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
4	Lv 1 Momo	Realian	1		4	1 Ballistic	S,1

NOTES:
Gain ATK +1 when the enemy is gnosis.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
5	Lv 1 KOS-MOS	Mech	5		6	3 Ballistic	S,1

NOTES:
When Shion is on your battlefield, you can play this card without cost. This card cannot equip any weapons. Note that having Shion on your battlefield does not negate the requirements to play this card, only the cost.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
6	Lv 1 Jr.	Human	1		4	1 Ballistic	S,1

NOTES:
This card can attack during the enemy battle phase. This attack will take place after all the enemy cards have attacked. This ability is not available when a weapon is equipped on this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
7	Lv 1 chaos	Unknown	1		4	1 Ballistic	S,1

NOTES:
Each turn, this card recovers 2 HP during your adjust phase. This ability makes the card an excellent choice for its low cost and requirements, but remember that it does not count as human for purposes of requirements, weapons, etc.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
8	Lv 10 Shion	Human	1		6	3 Ballistic	1

NOTES:
When Lv 1 Shion is on your battlefield, you can play this card even if other conditions are not met, and without cost. This substitution counts as your one battle card played per turn. This card takes -1 damage when attacked by realians.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
9	Swim Suit MOMO	Realian	0		4	3 Hand	*

NOTES:
Gain ATK +1 when the enemy is gnosis. This card counts as MOMO, but not as Lv 1 MOMO, for purposes of other cards' abilities.

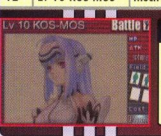
#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
10	Lv 10 Ziggy	Human	1		7	2 Ballistic	2

NOTES:
When Lv 1 Ziggy is on your battlefield, you can play this card in its place even if other conditions are not met, for no cost. This substitution counts as your one battle card played per turn. Battle cards attacked by this card will be downed. This card cannot equip weapons.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
11	Lv 10 Momo	Realian	1		6	3 Ballistic	2

NOTES:
When Lv 1 MOMO is on your battlefield, you can play this card in its place without cost if all conditions are met. When this card is on the battlefield, gnosis cannot move on the battlefield. Gain ATK +1 against gnosis.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
12	Lv 10 KOS-MOS	Mech	1		8	2 Spread	PD



NOTES:
When Lv 1 KOS-MOS is on the battlefield, you can play this card in its place without cost if all conditions are met. This card can only equip KOS-MOS weapons. This card will attack every other turn.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
13	Lv 10 Jr.	Human	1		6	2 Ballistic	2

NOTES:
When Lv 1 Jr. is on your battlefield, you can play this card in its place without cost if all conditions are met. This card also attacks during the enemy battle phase, after all of the enemy battle cards have attacked. This ability is lost if this card equips a weapon.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
14	Lv 10 chaos	Unknown	1		6	3 Ballistic	PE

NOTES:
If Lv 1 chaos is on your battlefield, you can play this card in its place if all the conditions are met. Each turn, this card recovers 3 HP during your adjust phase. Remember that this card does not count as human for purposes of requirements, weapons, etc.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
15	Albedo	Human	1		5	2 Ballistic	2

NOTES:
When this card is alone on your battlefield, add the number of cards in your junk pile to its ATK. Afterwards, remove the cards in the junk pile from the game. This card cannot equip weapons.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
16	Hammer	Human	1		3	1 Ballistic	1

NOTES:
During the battle phase, Hammer gains ATK +1 for every mech on your battlefield. This ability is not affected directly by event cards, although if an event card removes a mech from the battlefield, that will reduce the ATK. This ability and his low cost make Hammer a great choice for inclusion in a mostly mech deck.

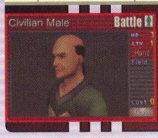
#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
17	Civilian Child	Human	0		3	1 Hand	S,1

NOTES:
The low hand-to-hand attack make this card seem a bad choice for inclusion in a deck, but it makes a good shield, or good "fodder" for the gnosis cards.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
18	Civilian Female	Human	0		3	1 Hand	S,1

NOTES:
The low hand-to-hand attack make this card seem a bad choice for inclusion in a deck, but it makes a good shield, or good "fodder" for the gnosis cards.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
19	Civilian Male	Human	0		3	1 Hand	S,1



NOTES:
The low hand-to-hand attack make this card seem a bad choice for inclusion in a deck, but it makes a good shield, or good "fodder" for the gnosis cards.

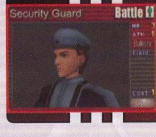
#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
20	Civilian Boy	Human	0		3	1 Hand	S,1

NOTES:
The low hand-to-hand attack make this card seem a bad choice for inclusion in a deck, but it makes a good shield, or good "fodder" for the gnosis cards.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
21	Soldier	Human	1		3	1 Ballistic	1

NOTES:
This card does small damage, but has a low cost and no requirements, making it a good choice to include in order to meet the requirements for your better cards.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
22	Security Guard	Human	1		3	1 Ballistic	1



NOTES:
This card does small damage, but has a low cost and no requirements, making it a good choice to include in order to meet the requirements for your better cards.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
23	U-TIC Soldier	Human	1		3	2 Ballistic	S,1

NOTES:
If this card is destroyed, the owner of the card must pay 1 cost.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
24	Realian Male	Realian	0		2	1 Hand	S,1

NOTES:
The one card per turn rule does not apply to this card. If you use this card, select one card from the deck during your adjust phase. Be careful in a deck containing many realians not to go through your cards too quickly.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
25	Realian Female	Realian	0		2	1 Hand	S,1

NOTES:
The one card per turn rule does not apply to this card. If you use this card, select one card from the deck during your adjust phase. Be careful in a deck containing many realians not to go through your cards too quickly.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
26	Gov't Realian	Realian	0		2	2 Hand	S,1

NOTES:
The one card per turn rule does not apply to this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
27	100 Series	Realian	0		2	2 Hand	1

NOTES:
The one card per turn rule does not apply to this card. Gain ATK +1 when attacking gnosis.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
28	Combat Realian M	Realian	0		2	1 Ballistic	1

NOTES:
The one card per turn rule does not apply to this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
29	Combat Realian F	Realian	0		2	1 Ballistic	1

NOTES:
The one card per turn rule does not apply to this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
30	Bunnie	Unknown	1		5	2 Hand	PC

NOTES:
When the E mark is removed from this card, all the cards on the field are downed for both players.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
31	AG-04	Mech	2		6	2 Hand	PI

NOTES:
If this card's attack connects, the hit battle card is downed.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
32	AG-02-M	Mech	2		7	2 Ballistic	1

NOTES:
You can only play one of these cards on the field. If this card's attack connects, the hit battle card is downed. The low cost and requirements of this card combined with its high HP value and special ability make it a solid choice for a deck containing mechs.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
33	Simeon	Mech	4		9	3 Spread	2

NOTES:
You can only play one of these cards on the field. This card attacks every other battle phase. Each turn, this card inflicts 1 damage to each enemy battle card on the field, separate from its attack.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
34	AG-01	Mech	2		4	2 Ballistic	S,1

NOTES:
No special effect.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
35	Proto Dora	Mech	3		8	10 Ballistic	PQ

NOTES:
You can only play one of these cards on the field. This card attacks every other battle phase. The attacks of this card penetrate.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
36	AG-05	Mech	4		8	7 Ballistic	PF

NOTES:
This card attacks every other battle phase. The attacks of this card penetrate.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
37	Drone	Mech	2		9	2 Hand	S,1

NOTES:
The low requirements and relatively low cost of this card for its high HP value make it a good choice as a shield for your other important cards, even if its hand-to-hand attacks do not connect.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
38	VX-7000	Mech	4		6	3 Ballistic	2

NOTES:
You can only play one of these cards on the field. The attacks of this card penetrate. If Jr. is on the battlefield, you can play this card without cost. The high cost of the card otherwise makes it a questionable choice for a deck not containing Jr. Keep in mind that the reduced cost does not also reduce requirements to play the card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
39	VX-9000	Mech	3		6	3 Ballistic	2

NOTES:
You can only play one of these cards on the field. When this card is destroyed in the battle phase, select and destroy one battle card from the enemy's standby area.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
40	VX-10000	Mech	3		6	3 Ballistic	1

NOTES:
You can only play one of these cards on the field. When this card is on the battlefield, all homing attacks miss. If Shion is on the battlefield, you can play this card without cost. Note that this reduced cost does not also reduce requirements to play the card.

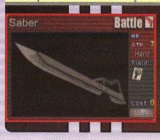
#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
41	VX-4000	Mech	3		5	1 Spread	2

NOTES:
You can only play one of these cards on the field.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
42	VX-20000	Mech	3		5	5 Homing	2

NOTES:
You can only play one of these cards on the field. This card attacks every other battle phase.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
43	Saber	Weapon	0		0	7 Hand	1



NOTES:
The one card per turn rule does not apply to this card. Only mechs can equip this card. Gain ATK +3 when enemy is gnosis.

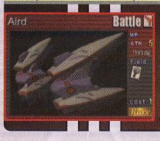
#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
44	Cannon	Weapon	1		0	8 Ballistic	S,1

NOTES:
The one card per turn rule does not apply to this card. Only mechs can equip this card. This card's attack penetrates. This card attacks every other battle phase.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
45	Shield	Weapon	2		0	0	1

NOTES:
The one card per turn rule does not apply to this card. Only mechs can equip this card. Equipped cards take -1 damage from normal attacks during the battle phase. Although this card does no damage, it does count as a weapon.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
46	Aird	Weapon	1		0	5 Homing	2



NOTES:
The one card per turn rule does not apply to this card. Only mechs can equip this card. Directly attacks the deck. This card attacks every other battle phase.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
47	Beam	Weapon	1		0	4 Spread	1

NOTES:
The one card per turn rule does not apply to this card. Only mechs can equip this card. This card attacks every other battle phase. After one use, this card is discarded.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
48	Battle Suit	Weapon	1		0	0	1

NOTES:
The one card per turn rule does not apply to this card. Only humans and realians can equip this card. Equipped cards take -1 damage from normal attacks during the battle phase. Although it deals no damage, this card does count as a weapon.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
49	Missile Pod	Weapon	1		0	2 Spread	S,1

NOTES:
Only humans and realians can equip this card. After one use, this card is discarded.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
50	Handgun	Weapon	0		0	1 Ballistic	S,1

NOTES:
The one card per turn rule does not apply to this card. Only humans and realians can equip this card. Note that the low attack only makes this weapon a good choice when it gives a longer range attack to a hand-to-hand combatant, or a character who normally deals no damage.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
51	Rifle	Weapon	1		0	2 Ballistic	S,1

NOTES:
The one card per turn rule does not apply to this card. Only humans and realians can equip this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
52	Rocket	Weapon	3		0	3 Ballistic	2

NOTES:
The one card per turn rule does not apply to this card. Only humans and realians can equip this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
53	Third Armament	Weapon	1		0	10 Spread	PG

NOTES:
Exclusively for Lv 10 KOS-MOS. This card can only be played when both KOS-MOS and Shion are on the battlefield. This card attacks every other battle phase.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
54	Eyeglasses	Weapon	2		0	0 Spread	1

NOTES:
Only humans and realians can equip this card. Converts attack to spread. After one use, this card is discarded.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
55	Virgil	Human	1		4	2 Ballistic	1

NOTES:
When this card is on the battlefield, you may discard all realians on your battlefield as an event phase or block phase effect. When you use this ability, 4 damage is dealt to the enemy's deck for every realian. This effect takes place at the end of the opponent's Battle phase.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
56	Margulis	Human	1		4	4 Hand	1

NOTES:
When the E mark is removed from this card, you can select a situation card to destroy.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
57	Matthews	Human	1		4	3 Hand	1

NOTES:
When this card is on the field, one cost must be paid before the draw phase. When this card is on the battlefield, an additional one cost must be paid. These abilities apply to both players.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
58	Gaignun	Human	1		5	4 Hand	2

NOTES:
When the E mark is removed from this card, all realians on the battlefield go back into their owners' hands. This applies to both players.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
59	Testament	Unknown	2		6	5 Hand	PH

NOTES:
When the E mark is removed from this card, down one enemy card on the battlefield.

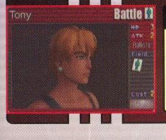
#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
60	Wilhelm	Human	1		3	1 Ballistic	1

NOTES:
When this card is destroyed from a normal attack, it destroys the attacking card. Then, 4 damage is dealt to the enemy's deck. Obviously, the low cost makes this a great damaging card to play, if you can meet the requirements.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
61	Cherenkov	Human	1		3	2 Ballistic	1

NOTES:
If destroyed, and the top card in the junk pile is human, realian, or mech, switch places with that card during the adjust phase. The switched card will have 1 HP.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
62	Tony	Human	2		3	2 Ballistic	1



NOTES:
When the E mark is removed from this card, down one enemy card in the standby area.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
63	Allen	Human	2		3	1 Ballistic	1

NOTES:
When the E mark is removed from this card, move one card on the battlefield back to the standby area. This ability cannot be used if the standby area is full.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
64	Juli Mizrahi	Human	0		2	1 Ballistic	2

NOTES:
When this card is on the battlefield, discard it during the event or block phase to gain ATK +1 on all of your humans during that turn.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
65	Pellegri	Human	0		4	1 Hand	2

NOTES:
When this card is on the battlefield, discard it during the event or block phase to gain ATK +1 on all of your mechs during that turn.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
66	Zohar Emulator	Mech	1		10	0 Hand	1

NOTES:
You can only play one of these cards on the field. This card cannot equip weapons. When this card is on the battlefield, discard it during the event or block phase to gain ATK +2 on all of your gnosis during that turn.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
67	Kobold	Gnosis	0		5	1 Ballistic	2

NOTES:
Discard one human and play in its place. The one card per turn rule does not apply to this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
68	Goblin	Gnosis	0		5	2 Hand	1

NOTES:
Discard one human and play in its place. The one card per turn rule does not apply to this card. Cards attacked by this card are downed.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
69	Ogre	Gnosis	0		7	3 Ballistic	2

NOTES:
Discard one human and play in its place.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
70	Gremlin	Gnosis	0		1	2 Spread	1

NOTES:
Discard one human and play in its place. Obviously, this card does best when shielded by another.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
71	Lizardman	Gnosis	0		5	2 Homing	2

NOTES:
Discard one human and play in its place.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
72	Hydra	Gnosis	0		6	4 Homing	2

NOTES:
Discard two human cards and play in their place. The one card per turn rule does not apply to this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
73	Cerberus	Gnosis	0		10	4 Ballistic	2

NOTES:
Discard two human cards and play in their place. Cards attacked by this card are downed.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
74	Fairy	Gnosis	0		3	1 Spread	2

NOTES:
Discard one human and play in its place.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
75	Minotaur	Gnosis	0		10	4 Ballistic	1

NOTES:
Discard one human and play in its place.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
76	Golem	Gnosis	0		5	3 Ballistic	1

NOTES:
Discard one human and play in its place. The one card per turn rule does not apply to this card.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
77	Gargoyle	Gnosis	0		10	5 Ballistic	2

NOTES:
Discard two human cards and play in their place. When this card attacks, all battle cards on the enemy's field take one damage. Only one of these cards can be played on the field.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
78	Unicorn	Gnosis	0		7	2 Ballistic	2

NOTES:
Discard one human and play in its place. When this card is on the battlefield, it recovers 3 HP during the adjust phase.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
79	Sanctuary Ship	Gnosis	0		8	3 Ballistic	2

NOTES:
Destroy all battle cards on the field and play in their place. If this card is on the battlefield during the draw phase, this card's player draws two cards from the lost pile instead of the deck.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
80	Kirschwasser	Realian	1		3	1 Ballistic	2

NOTES:
If this card is on the battlefield with Albedo or MOMO, those cards gain ATK +1 during the battle phase.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
81	Durandal	Mech	3		8	3 Ballistic	2

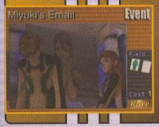
NOTES:
You can only play one of these cards on the field. This card cannot equip weapons.

#	CARD NAME	SUBTYPE	COST	REQ.	HP	ATK	PACK
82	Joachim Mizrahi	Human	1		3	0 Hand	2

NOTES:
If this card is on the battlefield with MOMO during the battle phase, MOMO's HP cannot fall under 1. This makes it a good idea to shield this card with a MOMO card whenever it is on the battlefield.

EVENT CARDS

#	CARD NAME	COST	REQ.	PACK
83	Miyuki's Email	1		2



NOTES:
Neutralizes the effect of the enemy's event card. The neutralized card is discarded.

#	CARD NAME	COST	REQ.	PACK
84	Cure-All	0		S,1

NOTES:
Revives one downed card.

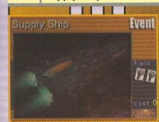
#	CARD NAME	COST	REQ.	PACK
85	Curry	0		S,1

NOTES:
Choose one battle card to recover full HP. Does not work on gnosis.

#	CARD NAME	COST	REQ.	PACK
86	Bio-Sphere	1		S,1

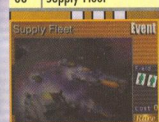
NOTES:
All your battle cards except gnosis on the battlefield recover 3 HP.

#	CARD NAME	COST	REQ.	PACK
87	Supply Ship	0		S,1



NOTES:
Your deck recovers five cards from the lost pile. You cannot recover more cards than there are in the lost pile.

#	CARD NAME	COST	REQ.	PACK
88	Supply Fleet	0		1



NOTES:
Recover the deck with cards from the lost pile equal to the number of battle cards in your field. You cannot recover more cards than there are in the lost pile.

#	CARD NAME	COST	REQ.	PACK
89	Retreat	1		1

NOTES:
Move one enemy battle card to the standby area. You cannot use this card if the standby area is full.

#	CARD NAME	COST	REQ.	PACK
90	Woglinde	1		1

NOTES:
Move one enemy battle card to the standby area. You cannot use this card if the standby area is full.

#	CARD NAME	COST	REQ.	PACK
91	Surprise Attack	0		2

NOTES:
Inflict 2 damage to one enemy battle card on the battlefield.

#	CARD NAME	COST	REQ.	PACK
92	Federation Cruiser	0		S,1

NOTES:
Inflict 2 damage to one enemy battle card on the battlefield.

#	CARD NAME	COST	REQ.	PACK
93	Invitation	0		1

NOTES:
This card can only be used during your event phase. Recover the deck with cards equal to the total ATK amount of your hand attack cards on the battlefield. You cannot recover more cards than there are in the lost pile.

#	CARD NAME	COST	REQ.	PACK
94	Mary & Shelley	0		2

NOTES:
Add two cards to your hand from the deck.

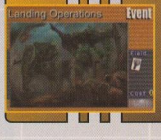
#	CARD NAME	COST	REQ.	PACK
95	U.M.N. Invasion	0		2

NOTES:
Add two cards to your hand from the lost pile.

#	CARD NAME	COST	REQ.	PACK
96	Investigation	0		2

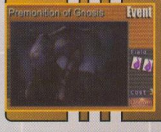
NOTES:
Look at the top five cards of your deck, choose one, and return the rest. The deck will be shuffled afterwards.

#	CARD NAME	COST	REQ.	PACK
97	Landing Operations	0		1



NOTES:
Destroy one situation card.

#	CARD NAME	COST	REQ.	PACK
98	Premonition	3		1

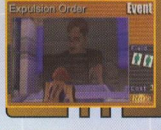


NOTES:
Destroy one card with an E mark.

#	CARD NAME	COST	REQ.	PACK
99	Dragon Skull	1		1

NOTES:
Destroy one downed gnosis card.

#	CARD NAME	COST	REQ.	PACK
100	Expulsion Order	3		2



NOTES:
Destroy one enemy human battle card with an E mark.

#	CARD NAME	COST	REQ.	PACK
101	Impregnable Guard	0		1

NOTES:
Your deck will not receive any damage during the battle phase. This effect lasts for one turn.

#	CARD NAME	COST	REQ.	PACK
102	Article 4-13	2		1

NOTES:
This card can only be used during your event phase. The stats of all realians on your battlefield will change to ATK=0, HP=1. Then, for each realian remaining after the enemy's adjust phase, inflict 6 damage to the enemy's deck. This effect cannot be stacked.

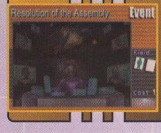
#	CARD NAME	COST	REQ.	PACK
103	Phase Cannon	4		PJ

NOTES:
Destroy all gnosis and mech battle cards on the battlefield. This affects both players.

#	CARD NAME	COST	REQ.	PACK
104	Notice	0		1

NOTES:
Destroy the weapon of the selected battle card.

#	CARD NAME	COST	REQ.	PACK
105	Resolution	1		2



NOTES:
Destroy all weapons equipped on battle cards that are on the field. This affects both players.

#	CARD NAME	COST	REQ.	PACK
106	Recycler	0		1

NOTES:
Move one weapon or mech battle card from the junk pile to your hand.

#	CARD NAME	COST	REQ.	PACK
107	Revive DX	1		1

NOTES:
Move two human battle cards from the junk pile to your hand. This card cannot be used unless there are at least two human cards in your junk pile.

#	CARD NAME	COST	REQ.	PACK
113	Precise Shooting	0		2

NOTES:
Inflict 1 damage to a battle card.

#	CARD NAME	COST	REQ.	PACK
108	Stim DX	3		1

NOTES:
This card can only be used during your event phase. One selected card will have double the ATK during your turn. Homing and penetrating attacks are not affected by this ability.

#	CARD NAME	COST	REQ.	PACK
114	Invoke	3		PK

NOTES:
Destroy all battle and situation cards. This effect can only be used during your event phase.

#	CARD NAME	COST	REQ.	PACK
109	Simulation	3		1

NOTES:
If a situation card is at the top of your junk pile area, move the card into the situation area.

#	CARD NAME	COST	REQ.	PACK
115	Confusion	0		2

NOTES:
Change the enemy's battlefield formation, switching the front row with the back row.

#	CARD NAME	COST	REQ.	PACK
110	War Casualty	0		1

NOTES:
Discard as many battle cards as you like. For each discarded card, your deck recovers four. You cannot recover more cards than there are in the lost pile.

#	CARD NAME	COST	REQ.	PACK
116	Militian Conflict	0		1

NOTES:
Down battle cards that are played in the back row of the enemy's battlefield.

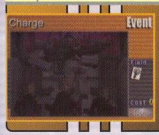
#	CARD NAME	COST	REQ.	PACK
111	X•BUSTER	0		2

NOTES:
Inflict 1 damage to all battle cards on the field. This affects the fields of both players.

#	CARD NAME	COST	REQ.	PACK
117	Song	0		1

NOTES:
Neutralizes the effect of the enemy's event card. The neutralized card is discarded.

#	CARD NAME	COST	REQ.	PACK
112	Charge	0		S,1

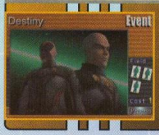


NOTES:
Down one battle card.

#	CARD NAME	COST	REQ.	PACK
118	Start Up	0		1

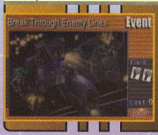
NOTES:
Revive one downed card.

#	CARD NAME	COST	REQ.	PACK
119	Destiny	1		PL



NOTES:
Trade one human battle card on the battlefield with one human battle card from the junk pile. Cards restricted to one on the field cannot be traded. The damage carries over, and any equipped weapon is discarded.

#	CARD NAME	COST	REQ.	PACK
120	Break Through	0		2



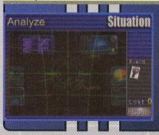
NOTES:
Inflict 2 damage to one battle card in the standby area.

SITUATION CARDS

#	CARD NAME	COST	REQ.	PACK
121	Hilbert Effect	0		1

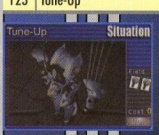
NOTES:
Gnosis cards on the battlefield are immobilized, and their ATK goes down by 1. This effect lasts two turns, then is discarded. It affects both players.

#	CARD NAME	COST	REQ.	PACK
122	Analyze	0		1



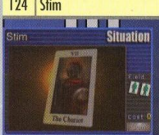
NOTES:
Both players play the game while showing the cards in their hands.

#	CARD NAME	COST	REQ.	PACK
123	Tune-Up	0		2



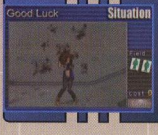
NOTES:
During the battle phase, your mech cards take -1 damage. This effect can be stacked. This effect lasts three turns, and the card is then discarded.

#	CARD NAME	COST	REQ.	PACK
124	Stim	0		2



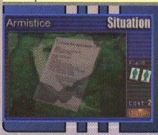
NOTES:
During your battle phase, human cards in your battlefield gain ATK +1. This effect can be stacked. This effect lasts three turns and then the card is discarded.

#	CARD NAME	COST	REQ.	PACK
125	Good Luck	0		1



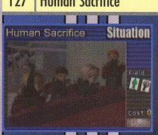
NOTES:
During the battle phase, human cards on your battlefield will evade all normal attacks, letting the damage go through onto your deck instead. This effect lasts for three turns, and the card is then discarded.

#	CARD NAME	COST	REQ.	PACK
126	Armistice	2		2



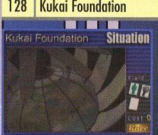
NOTES:
While this card is on the field, both players skip their battle phases. This effect lasts one turn, and the card is then discarded.

#	CARD NAME	COST	REQ.	PACK
127	Human Sacrifice	0		1



NOTES:
Every time your battle card is destroyed in battle, the deck regains a number of cards equal to the cost of the battle card. This effect cannot be stacked.

#	CARD NAME	COST	REQ.	PACK
128	Kukai Foundation	0		2

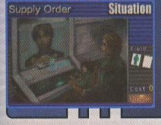


NOTES:
During your adjust phase, all battle cards in the standby area other than gnosis recover 1 HP. This effect cannot be stacked.

#	CARD NAME	COST	REQ.	PACK
129	Dämmerung	0		PM

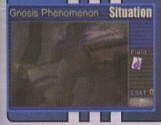
NOTES:
Your deck recovers one card per round. If there are no cards in the lost pile, your deck does not recover.

#	CARD NAME	COST	REQ.	PACK
130	Supply Order	0		1



NOTES:
Whenever a realian card is destroyed, the owner of this situation card draws one card from the deck.

#	CARD NAME	COST	REQ.	PACK
131	Gnosis Phenomenon	0		1



NOTES:
When your card is destroyed, it goes into the lost pile rather than the junk pile. This is useful in conjunction with cards such as Supply Fleet or Imaginary Space.

#	CARD NAME	COST	REQ.	PACK
132	Gnosify	0		2

NOTES:
During the event or block phase, discard two cards from your hand. Then, draw one card from the lost pile.

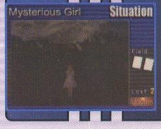
#	CARD NAME	COST	REQ.	PACK
133	Collective	0		1

NOTES:
During your draw phase, look at the top card on your deck and select whether to keep it or place it at the bottom of the deck. This effect cannot be stacked. This card is discarded after three turns if you do not have a gnosis card in your field.

#	CARD NAME	COST	REQ.	PACK
134	Transfiguration	1		2

NOTES:
During the event or block phase, discard one gnosis card from your hand. Then, look through the deck and select one gnosis card, and reshuffle the deck.

#	CARD NAME	COST	REQ.	PACK
135	Mysterious Girl	2		2



NOTES:
During battle phase, all battle cards except gnosis gain ATK +1. This effect can be stacked, and affects both players. This card is discarded after one turn.

#	CARD NAME	COST	REQ.	PACK
136	Territory Shift	1		2

NOTES:
When a gnosis battle card attacks the deck, the owner of the deck must discard one card from the hand. This affects both players, and the effect cannot be stacked. This effect only takes place once per attack, no matter how many gnosis damage the deck.

#	CARD NAME	COST	REQ.	PACK
137	Pilgrimage Fleet	0		1

NOTES:
Gnosis cards in the standby area recover 1 HP during their owner's adjust phase. This affects both players, and the effect cannot be stacked.

#	CARD NAME	COST	REQ.	PACK
138	Imaginary Space	1		2

NOTES:
During your draw phase, draw from the lost pile rather than the deck. You cannot draw if you do not have any cards in the lost pile.

#	CARD NAME	COST	REQ.	PACK
139	A Rat in a Trap	1		1

NOTES:
When this card is on the field, battle cards cannot withdraw from the field. This card is discarded after two turns during your draw phase. This affects both players.

#	CARD NAME	COST	REQ.	PACK
140	So Weak!	2		PN

NOTES:
When this card is discarded during the event or block phase, 3 damage points are inflicted on one battle card on the battlefield.

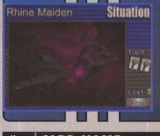
#	CARD NAME	COST	REQ.	PACK
141	Waste Money	0		1

NOTES:
Both players draw one additional card during their draw phase. This effect can be stacked.

#	CARD NAME	COST	REQ.	PACK
142	Phenomenon Change	1		PA

NOTES:
When this card is discarded during the event or block phase, one situation card on the enemy's field is destroyed.

#	CARD NAME	COST	REQ.	PACK
143	Rhine Maiden	2		PO



NOTES:
When this card is discarded during the event or block phase, the enemy's deck takes 4 damage.

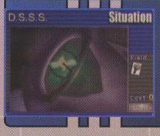
#	CARD NAME	COST	REQ.	PACK
144	Unknown Armament	3		PP

NOTES:
When this card is discarded during the event or block phase, all battle cards on the field for both players receive 2 damage.

#	CARD NAME	COST	REQ.	PACK
145	Zohar	0		PB

NOTES:
During the battle phase for both players, all battle cards gain ATK +1. This effect can be stacked.

#	CARD NAME	COST	REQ.	PACK
146	D.S.S.S.	0		1

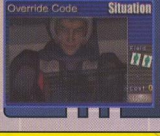


NOTES:
Deploy all gnosis cards that are possible to be deployed. After three turns, this card will be discarded during your draw phase.

#	CARD NAME	COST	REQ.	PACK
147	Compulsory Sortie	0		1

NOTES:
Deploy all battle cards that are possible to be deployed. After one turn, this card will be discarded during your draw phase.

#	CARD NAME	COST	REQ.	PACK
148	Override Code	0		1



NOTES:
Deploy all realian cards that are possible to be deployed. After one turn, this card will be discarded during your draw phase.

CARD PACKS

BEGINNING DECK — Lv 1 Shion, Civilian Child(2), Civilian Female(2), Civilian Male(2), Civilian Boy(2), U-TIC Soldier, All-Purpose Realian Male(2), All-Purpose Realian Female, Gov't Realian(2), Drone(3), AG-01(3), Cannon, Missile Pod, Handgun(3), Rifle(3), Cure-All, Bio-Sphere, Supply Ship, Curry(3), Federation Cruiser(3), Charge(2)

The Starter Set contains 40 cards out of the list. Only one card in each set is a "main character" card, and there are duplicate copies of other cards to make up the total. This set can be bought in stores, or "bought" at the Casino Prize Exchange.

STARTER SET — lv 1 Shion, lv 1 chaos, lv 1 MOMO, lv 1 KOS-MOS, lv 1 Jr., Lv 1 Ziggy, Civilian Child, Civilian Female, Civilian Male, Civilian Boy, U-TIC Soldier, All-Purpose Realian Male, All-Purpose Realian Female, Gov't Realian, Drone, AG-01, Cannon, Missile Pod, Handgun, Rifle, Cure-All, Curry, Federation Cruiser, Charge

The two basic card packs can be bought at most stores, although Card Pack #2 is not immediately available. They can also be won as prizes in games. Each pack contains 10 cards selected at random from its list, with no duplicates.

CARD PACK #1 — AG-01, AG-02-M, Allen, All-Purpose Realian Female, All-Purpose Realian Male, Analyze, Article 4 Paragraph 13, Battle Suit, Beam, Bio Sphere, Cannon, Charge, Cherenkov, Civilian Boy, Civilian Child, Civilian Female, Civilian Male, Collective Unconsciousness, Combat Realian Female, Combat Realian Male, Compulsory Sortie, Cure-All, Curry, Dragon Skull, Drone, D.S.S.S., Eyeglasses, Federation Cruiser, Gnosis Phenomenon, Goblin, Golem, Good Luck, Gov't Realian, Gremlin, Hammer, Handgun, Hilbert Effect, Honorable War Casualty, Human Sacrifice, Impregnable Guard, Invitation from the Mysterious Girl, Landing Operations, Lv 1 chaos, Lv 1 Jr., Lv 1 KOS-MOS, Lv 1 MOMO, Lv 1 Shion, Lv 1 Ziggy, Lv 10 Shion, Margulis, Mass Produced 100 Series Realian, Matthews, Miltian Conflict, Minotaur, Missile Pod, Notice from the Federation, Override Code, Pilgrimage Fleet, Premonition of Gnosis, A Rat in a Trap, Recycler, Retreat, Revive DX, Rifle, Saber, Security Guard, Shield, Simulation, Soldier, Song of the Mysterious Girl, Start Up, Stim DX, Supply Fleet, Supply Order, Supply Ship, Tony, U-TIC Soldier, Virgil, VX-10000, Waste Money, Wilhelm, Woglinde, Zohar Emulator

CARD PACK #2 — Aird, Albedo, Armistice, Break Through Enemy Lines, Cerberus, Confusion, Durandal, Expulsion Order, Fairy, Gaignun, Gargoyle, Gnosify, Hydra, Imaginary Space, Investigation of the Planetary Disappearance, Joachim Mizrahi, Juli Mizrahi, Kirschwasser, Kobold, Kukai Foundation, Lizardman, Lv 10 Jr., Lv 10 MOMO, Lv 10 Ziggy, Mary & Shelley, Miyuki's Email, Mysterious Girl, Ogre, Pellegri, Precise Shooting, Resolution of the Assembly, Rocket, Sanctuary Ship, Simeon, Stim, Surprise Attack, Territory Shift, Transfiguration, Tune-Up, U.M.N. Invasion, Unicorn, VX-4000, VX-7000, VX-9000, VX-20000, X•BUSTER

The promo packs (named "PM-Card A-Q") cannot be bought at any store, but instead can only be found in the listed location for each pack. Each promo pack contains three copies of the listed card.

PM CARD A — PHENOMENON CHANGE — Found in Miltia's Playground Dome in the Encephalon. You need a smaller individual set as the lead character to retrieve it.

PM CARD B — ZOHAR — Found in an empty tank in the Kukai Foundation's Cleaners.

PM CARD C — BUNNIE — Won as the prize in the Kukai Foundation's A.G.W.S Factory quiz machine.

PM CARD D — LV 10 KOS-MOS — Found in a chest in Miltia's forest in the KOS-MOS Encephalon.

PM CARD E — LV 10 chaos — Found in a chest in the Miltia Street Area just beyond the Playground/Park Area.

PM CARD F — AG-05 — Prize in Casino Exchange.

PM CARD G — THIRD ARMAMENT — Prize in Casino Exchange.

PM CARD H — TESTAMENT — Prize in Casino Exchange.

PM CARD I — AG-04 — Prize in Casino Exchange.

PM CARD J — PHASE TRANSITION CANNON — Prize in Casino Exchange.

PM CARD K — INVOKE — Prize in Casino Exchange.

PM CARD L — DESTINY — Prize in Casino Exchange.

PM CARD M — DÄMMERUNG — Prize in Casino Exchange.

PM CARD N — SO WEAK! — Prize in Casino Exchange.

PM CARD O — RHINE MAIDEN — Prize in Casino Exchange.

PM CARD P — UNKNOWN ARMAMENT — Prize in Casino Exchange.

PM CARD Q — PROTO DORA — Prize in Casino Exchange.

THE OPPONENTS

1 — **SHION & ZIGGY** — A deck that incorporates, not surprisingly, Shion and Ziggy cards.

2 — **HAMMER ATTACK** — This deck consists of Hammer and a few other low-cost human cards, along with various mechs used to make Hammer more powerful. It does include both level 1 and level 10 Shion cards, so be careful.

3 — **CITIZENS UNITE** — A deck built around various weaker cards, such as realians, soldiers, and most notably the various citizens, supplemented with cards to make their attacks stronger and capable of longer ranges. Also holds multiple copies of "Honorable War Casualties" to sacrifice these weaker cards for deck recovery.

4 — **VX ATTACK** — The VX-series mechs and mech weapons along with a few other important characters make up the skeleton of this deck.

5 — **GNOSIS ATTACK** — A deck with Gnosis of varying strengths, and sacrificial cards to get them on the field. Beware quick substitutions of strong gnosis for weak cards on the field!

6 — **BIG SPENDER MATTHEWS** — Matthews takes the center stage in this deck, with various other effects that force cards to be used up quickly, and deck recovery cards to try to keep this deck one step ahead of yours. Many low-cost or zero-cost battle cards help to shield this deck from attack.

7 — **GIRL POWER** — Cards of female characters make up the main theme of this deck. This includes the level 10 cards for some of the girls, so watch out for quick substitutions. It also holds healing cards, to make it harder to wear the girls down.

8 — **HUMAN TOUCH** — Not surprisingly, human characters are the core of this deck, although there are some large mechs to help shield the weaker humans and to power up Hammer as well.

9 — **HOMING ATTACK** — Some humans are found here, such as Shion and Hammer, but the deck is mostly mechs, along with weapons.

10 — **REALIAN BLITZ** — This deck uses realians and other low-cost, low-requirement cards, in an attempt to quickly overwhelm you before you can build up a defense. It also holds some other cards, such as Virgil, which are used with realians.

11 — **COOL ATTACKS** — Here there are cards with varied attacks, such as penetrating, or homing, or cards that have a high attack which goes off every other round.

12 — **MOMO TO THE RESCUE** — MOMO obviously stars in this deck, both as a level one and level ten card. Cards which support MOMO specifically, such as Joachim Mizrahi, also take a large place in the deck.

13 — **ATTACK OF THE GNOSIS** — Another deck with weak humans and realians acting as fodder for gnosis cards. It also holds the Zohar Emulator, which can be a bit dangerous when gnosis are on the field.

14 — **EVENT ATTACK** — This deck contains humans and gnosis, and relies on various event cards, including those to block your own events.

15 — **COMMON DECK** — This deck is made up, naturally, of common cards. Some of them can be useful to the opponent, but there is no real strong theme, and the cards for the most part are not particularly strong.

16 — **THE ELSA CREW** — The various crew members of the Elsa, including Shion, make an appearance in this deck. These cards each have their individual strengths, although the deck overall lacks some of the strength found in other, more unified decks.

17 — **BESPECTACLED ATTACK!** — Here humans take the center stage, with a few mechs for support and shielding. The deck makes use as various other supporting cards as well for recovery, ATK enhancement and the like. It also showcases the weapon card "Eyeglasses" which converts otherwise weak attacks into spread attacks for one turn.

18 — **STANDARD ATTACK** — As the name suggests, this deck is formed from cards using standard, straightforward attacks. It concentrates more on getting as many cards out as quickly as possible, and overwhelming you.

19 — **FLAT BROKE** — The cards in this deck are aimed at using up cards from the deck as quickly as possible. Luckily, most of them are aimed at both players, leaving you the chance to wear the opponent out even faster than he can wear your own deck down.

20 — **ALL-STARS** — In this deck are some of the main characters, friend and foe alike, seen throughout Xenosaga, along with smaller, less costly cards. It is fairly well balanced between small, quick cards and somewhat tougher cards.

21 — **RESET** — Uses fairly quick and small cards to attempt to outnumber the opponent. Beware, though — it also holds a card to remove all battle and situation cards from both sides of the board.

22 — **IMMINENT DEATH** — Here are various soldiers, civilians, and gnosis ready to take over for the humans.

23 — **REALIANS** — This deck is composed of a number of realians, playing off their strengths. It also makes use of situation cards to increase the attack power, to make the usual weak realians more deadly.

24 — **SHION & JR.** — Not surprisingly, this deck contains level 1 and 10 versions of both Shion and Jr., as well as other cards tailored to them, such as their mechs, or KOS-MOS.

25 — **MAN AND MACHINE** — Another self-evident deck, this one contains humans and mechs together. It also contains the lv 10 Shion card to quickly take the place of the lv 1 Shion, so be cautious of that, as well as of the Hammer card to go with the mechs.

26 — **HOMING RAMPAGE!** — Various character cards along with a variety of weapons for special attacks.

27 — **THE WAY OF THE SWORD** — The theme of this deck is the saber, a nasty hand-to-hand weapon, which also requires mechs.

28 — **THE ZOHAR** — This deck consists of weak sacrificial cards, gnosis, and Zohar Emulators. It also contains cards to increase the attack of cards, which at least allows the Zohar Emulator to do some damage.

29 — **THE MENACING GLARE** — Mechs and a few gnosis make up the bulk of the muscle in this deck, with some humans for extra firepower. Various weapons and support cards can make this deck tricky to take down and keep down, but just try to take out as many of the battle cards as quickly as you can.

30 — **ALBEDO STRIKES BACK** — Weak humans, Gnosis to "feed" on them, and Albedo combine to make a pretty strong and sneaky deck.

31 — **BLITZ ATTACK** — A deck somewhat like "Virgil Attacks" in that it relies on realians being played quickly, along with Virgil, and with other smaller human card as backup. Here, however, the deck is supplemented with gnosis, which can pack a quick and nasty punch.

32 — **THE BOYZ** — An all-male deck, this one has a variety of the strong character cards, so you need to be careful.

33 — **UNCOMMON DECK** — A deck made up of the various uncommon cards, which tend to be average in strength, but varied in abilities.

34 — **VIRGIL ATTACKS** — This is a deck using realians, and various support cards allowing direct damage to the opponent's deck, recovery of Lost cards, and the like. The deck also makes use of Virgil, which discards the opponent's realians in exchange for direct damage to the deck. Beware the copies of the Armistice card which are also in this deck.

35 — **PANDEMONIUM!** — An arragement of useful cards of every type, overwhelming you with various battle cards.

36 — **A.G. THE ANTI-GNOSIS** — Contains cards with some anti-gnosis effects, such as MOMO, and their support cards.

37 — **THE BIG BLUFF** — A deck with humans and mechs while the opponent tends to hold things off in the standby area until being able to swarm you all at once and take down your own cards. It also makes good use of various situation cards and event cards to surprise you by recovering cards or creating other effects.

38 — **MHG COMBO** — This deck uses not only a combination of human, mech, and gnosis cards, but realians for quick play as well. It also makes use of the ability to select cards from the deck, and to recover cards from the lost pile.

39 — **PHASE TRANSITION CANNON** — This deck also uses a combination of human, mech, gnosis, and realians, although the focus is more on mechs, with Hammer (who receives a bonus from Mechs on the battlefield) being one of the Human cards. Tends to use hand attack cards as shields for tough ballistic cards. Contains a fair amount of healing as well, so be prepared. Luckily, it also cycles through the deck quickly.

40 — **GNOSIS-MACHINE COMBO** — Gnosis (and their required sacrificial cards), mechs, and the Zohar Emulator combine here.

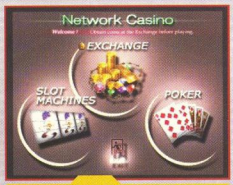
NETWORK CASINO

The Casino Passport is found in the chest at the far right of the Casino in the Durandal's Residential Area.

GETTING STARTED

In order to play at the Casino, locate a save point marked with one of the blue EVS Plates. Open your inventory and select the Special Items from the Items Menu. Select the Casino Passport from the list to enter the Casino Game Selection screen.

After activating the passport you are taken to the Main Casino Screen. Here are three options for you to choose from — The Exchange, Poker, or the Slot Machines. Highlight your choice and press ● to begin play. Keep in mind that you need to purchase some special casino coins before you play either of the games.



The Casino not only lets you relax from the main quest with some mini-games, but it also allows you to win prizes exclusive to the Casino Exchange.

EXCHANGE

This is not only where you purchase coins, but where to make use of the Prize Exchange or Data Viewer Options.

Purchase Coins — You must buy coins in order to play Poker or the Slot Machine. Buy 10 coins for 100 G, 100 coins for 950 G, 500 coins for 4500 G, or buy 1000 coins at once for 8000 G. While buying more coins seems more cost efficient, with just a bit of patience it is usually fairly easy to work your way up from 100 G using the Poker Game, so unless you have a surplus of money, go with the smallest option here.

Prize Exchange — Following is a large list of prizes that you can buy with your coins from the Casino. Some prizes, namely the Card Promo Packs, are not available until very late in the game. Some items are unique in that you can only purchase them one time each, while others can be purchased repeatedly.

CASINO PRIZES

PRIZE	COINS	DESCRIPTION	UNIQUE?
Recovery Set	100	Set of Med Kit, Ether Pack, Revive, and Cure-All	No
Escape and Rest Set	150	Set of Escape Pack and Bio Sphere	No
Golden Dice	10000	Equipment that causes fluctuating damage based on HP	Yes
Bravesoul	15000	Equipment that causes Strength to increase as HP decreases	Yes
Revive DX	18000	One-use item, revives and recovers max HP	Yes
Stim DX	12000	One-use item, increases one character's physical attack for a fight by 50%	Yes
Design Sketch 01	2000	Shion 1	Yes
Design Sketch 02	2000	Shion 2	Yes
Design Sketch 03	2000	Shion 3	Yes
Design Sketch 04	2000	chaos 1	Yes
Design Sketch 05	2000	chaos 2	Yes
Design Sketch 06	2000	chaos 3	Yes
Design Sketch 07	2000	Jr. 1	Yes
Design Sketch 08	2000	Jr. 2	Yes
Design Sketch 09	2000	Jr. 3	Yes
Design Sketch 10	2000	Jr. 4	Yes
Design Sketch 11	2000	MOMO 1	Yes
Design Sketch 12	2000	MOMO 2	Yes
Design Sketch 13	2000	MOMO 3	Yes
Design Sketch 14	2000	KOS-MOS 1	Yes
Design Sketch 15	2000	KOS-MOS 2	Yes
Design Sketch 16	2000	Ziggy 1	Yes
Design Sketch 17	2000	Ziggy 2	Yes

PRIZE	COINS	DESCRIPTION	UNIQUE?
Design Sketch 18	2000	Ziggy 3	Yes
Design Sketch 19	2000	Gaignun 1	Yes
Design Sketch 20	2000	Gaignun 2	Yes
Design Sketch 21	2000	Elsa	Yes
Design Sketch 22	2000	AG-01	Yes
Design Sketch 23	2000	Cockpit	Yes
Design Sketch 24	2000	VX-9000	Yes
Design Sketch 25	2000	AG-04	Yes
Design Sketch 26	2000	VX-20000	Yes
Design Sketch 27	2000	VX-4000	Yes
Design Sketch 28	2000	AG-05	Yes
Design Sketch 29	2000	Shion CG	Yes
Design Sketch 30	2000	KOS-MOS CG	Yes
Starter Set	400	Starter Set for Xeno Card	No
Card Pack #1	100	Card Pack for Xeno Card	No
Card Pack #2	100	Card Pack for Xeno Card	No
PM Card F	1000	Promo Card Pack for Xeno Card — AG-05	Yes
PM Card G	1000	Promo Card Pack for Xeno Card — Third Armament	Yes
PM Card H	1000	Promo Card Pack for Xeno Card — Testament	Yes
PM Card I	1000	Promo Card Pack for Xeno Card — AG-04	Yes
PM Card J	1000	Promo Card Pack for Xeno Card — Phase Transition Cannon	Yes
PM Card K	1000	Promo Card Pack for Xeno Card — Invoke	Yes
PM Card L	1000	Promo Card Pack for Xeno Card — Destiny	Yes
PM Card M	1000	Promo Card Pack for Xeno Card — Dämmerung	Yes
PM Card N	1000	Promo Card Pack for Xeno Card — So Weak!	Yes
PM Card O	1000	Promo Card Pack for Xeno Card — Rhine Maiden	Yes
PM Card P	1000	Promo Card Pack for Xeno Card — Unknown Armament	Yes
PM Card Q	1000	Promo Card Pack for Xeno Card — Proto Dora	Yes

Data Viewer — View the Design Sketches that you have purchased at the Prize Exchange and some related production notes. Use ▲ to zoom in on the highlighted design. While zoomed in, you can scroll the picture up and down to view the whole picture using either analog stick.

In the data viewer you can read notes about various designs. You can also zoom in to view sketches in more detail.

POKER

After you select Poker from the main screen you must then choose which of four levels you would like to play. Each choice takes you to the same game, but the bet for each is different, as follows:

Level-1	5 coins per game
Level-2	10 coins per game
Level-3	30 coins per game
Level-4	100 coins per game

This particular poker game is not played against another hand. Instead, you try to create hands out of five cards that will pay off a certain multiple of your original wager. Each hand pays a different amount based on how difficult it is to get:

One Pair	X1	Two cards of the same number
Two Pairs	X2	Two pairs of differing numbers
Three of a Kind	X3	Three cards of the same number
Straight	X5	All five cards with their numbers in order (ex: 2,3,4,5,6) — suit does not matter. Need not be in order from left to right!

continues

continued

Flush	X7	All five cards of the same suit (ex: all hearts) — numbers do not matter
Full House	X10	Two cards of one number and three cards of a different number. (ex: 2,2,7,7,7)
Four of a Kind	X20	Four cards of the same number
Straight Flush	X50	All five cards with their numbers in order and of the same suit (ex: 5,6,7,8,9 all of spades)
Royal Flush	X100	King, Queen, Jack, Ten, and Nine, all of the same suit

As the game starts you are dealt five cards at random. Below each card is the word "DRAW", with a separate "DRAW" option below. Choose which of the five cards you would like to keep by moving the coin-shaped cursor right and left under the cards using the directional pad. Press ● to toggle the selection under the card between "DRAW" and "HOLD." When you have all the cards that you wish to keep labeled as "HOLD," press down on the directional button to move to the bottom-most "DRAW" option, and select it with ●. Now each of the cards marked with a "DRAW" label is replaced with a new random card. This final hand of five cards is compared to the payout chart, and you win coins for the best hand that you have matched.

In most of the hands that you are dealt, it is the best idea to hold any pairs to at least have a minimum guaranteed payout. You may have a more difficult decision about what to hold however if you do not even have a pair to begin with.

So far this is quite familiar to anyone who has played poker. There are, however, a few differences to be noted. Note that the Ace in this Poker Game is always considered a low card, with a value of one. Because of this, the hand consisting of Ace, King, Queen, Jack, and Ten is not a straight as would normally be the case. This also means that the Royal Flush has been moved down one card to 9 through King.

A straight only needs to have the five cards in numerical order, but they need not be in order from left to right.

Another difference appears whenever you win any amount at the normal poker hand. At this time you are given the choice to try "Double or Nothing?" You have nothing to lose, so it is best to choose "YES." You are then taken to a new screen with one card shown at random, and four empty spaces following it. The idea of the Double or Nothing round is to select whether the next random card will be higher or lower in number than the previous card in the chain. You can continue for up to five cards total in this way, with each successful guess doubling your winnings. You can also choose "STOP" rather than "HI" or "LOW" at any time, including after seeing the first card but before making a choice, which is why you should always at least choose to see what card you are offered after winning a round of poker. If you do not choose to stop and instead make a wrong guess, you lose your winnings for that round of poker.

In the Double or Nothing round, each number counts for its face value. Aces have a value of 1, while Jacks, Queens, and Kings are valued at 11, 12, and 13, respectively. Thus the lowest possible card is an Ace, while the highest is a King. Another interesting rule to note is that ties in this round always go in your favor. So if you are faced with an Ace or a King in this round, you again have nothing to lose in playing it, unless you just hit the wrong selection.

The Double or Nothing round can quickly multiply your original poker winnings. Just be careful that you know when to stop!

SLOT MACHINES

As with Poker, there are four different levels to the game which reflect four different wager amounts:

Level-1	1 coin per bet
Level-2	5 coins per bet
Level-3	10 coins per bet
Level-4	30 coins per bet

To start the Slot Machine, use the up and down directional buttons to choose the line or lines on which to place a bet. Then use the right directional button on each line to increase your bet, or the left directional button to lower it. You can bet up to three times the amount of your base wager, which depends on the level of the game that you selected, on each line. When you have placed your bet, press ● to start the reels, or **X** while the reels are stopped to exit the Slot Machine.

While the reels are spinning, use ● to stop each reel in turn. If you wish to stop the reels in a different order, use the left or right directional button to select a reel. Once the reels have stopped you will be credited for any winnings. If you choose, you can simply start the reels again with the same wagers as on the previous turn by pressing ●.

There are five straight lines on which to wager. From the top wager to the bottom they are: upper left to bottom right diagonally, straight across the top, straight across the center, straight across the bottom, and bottom left to upper right diagonally. After the reels have stopped spinning, if any of the winning reel combinations found on the menu have appeared on any of those lines, you win a multiple of your wager for that line according to the combination.

Remember that you can match combinations not only straight across, but diagonally as well. You must have placed a wager on a line, however, for that line's combination to pay off.

7 7 7	X30	
	X20	New Reel
	X20	New Reel
	X10	New Reel
	X5	
	X1	Double Score
	1/2 Pay	Joker

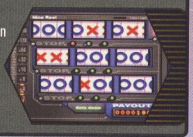
If you hit a combination that lists "New Reel" next to it, the normal set of reels is taken away and instead you play on one of the various sets of different reels. One of these sets of reels has a Joker in various slots, which counts as any icon, and thus makes it easier for you to win. For this reason you only receive half pay for a combination with a Joker in it. Other sets of reels add the "Lucky Seven" icon to the others, allowing you to get a combination of three of these across which will begin the Nine Reel Game. See the sidebar for more details on this. Yet more special reel sets have various reel icons blacked out, making it more difficult to hit a combination. If you hit a "New Reel" combination while you are already playing on a special reel, you switch to one of the other special reel sets. Otherwise, your special reels eventually time out, when a timer bar across the top of the screen reaches its end.

LUCKY SEVEN

Sometimes while playing on one of the various special reels on the Slot Machine, you may hit three Lucky Seven icons in a row. The Lucky Seven combination takes you to the "Nine Reel" screen.

In Nine Reel you have nine separate reels, each scrolling between various "O" and "X" icons. The goal of this game is to stop each reel on a "O" which will double your winnings, starting with a pot of 30 times your original wager on the line where you hit the Lucky Seven combination. Whenever you hit an "X" icon however, this side game ends and your earnings are lost. You can choose to quit at any point.

As in the normal Slot Machine mode, switch between reels using the right and left directional buttons, and press the ● button to stop the selected reel.



WHAT TO PLAY?

While the Slot Machines can be fun for a bit of variety from time to time, the Poker Game is easily the game to make you the most coins quickly. The slot machines can be hard to break even on, given the amount of coins wagered compared to the difficulty of matching a high-paying combination. The Poker Game allows you to break even on something as simple as a pair, and the Double-or-Nothing Game can very quickly turn a lower wager into a big payout. A bit of patience and careful wagering may be needed at first, but it really pays off well.

Some of the "New Reel" sets of reels have many of the icons blacked out. On the reels like this one, where the remaining icons are Lucky Seven icons, it may be worth your while to keep trying for a lucky combination. Otherwise it may be better to simply let the timer run down to return to the normal reels before you continue playing.

The joker icon makes it easier to get a combination, but the pay is not as high.

At any time that you manage to get the elusive combination of three Bunnie icons in a row, it gives you the "Double Score" effect. This effect doubles the multiplier of each combination that you spin, until you hit a combination that changes your reels to a new set.

Continue playing the Slot Machines as long as you like, or until you run out of coins. Just watch your amount of coins carefully, as it is easy to run through them quite quickly when making multiple wagers of high amounts per spin.

BATTLE PASSPORT

The Battle Passport is the first passport that can be found, quite early in the game, although you cannot use it until you reach the first EVS Plate. First, finish the tutorial with KOS-MOS at the start of the game and complete the small dungeon afterward. After you leave this simulation, it is possible to return to it by speaking to the technician crouched by Shion's Encephalon Drive Unit anytime during the first part of the journey on the Woglinde. Return to the area where you fought the Drone GX to find a blue chest that contains the Battle Passport. If you miss the Battle Passport during this time, you must wait until receiving the plug-in that allows you to return to previous dungeons using the EVS Plate.

The A.G.W.S. Battle game allows you to match one of your A.G.W.S. units against a series of opponents controlled by either the computer or a friend, depending on your selection of either the 1P Game or the 2P Game. The concept is straightforward—you must win two out of three rounds against each opponent to move on to the next stage. The A.G.W.S. that runs out of HP first loses the round. The controls are complex, with various controls for A.G.W.S. movement and multiple weapons controls.

GETTING STARTED

To start the A.G.W.S. Battle game, find a save point with the distinctive blue EVS Plate attached. Open The Items Menu and select the Battle Passport.

This takes you to the A.G.W.S. opening screen, where you can select from the 1P or 2P Games, or review the control scheme. Select a game, then scroll through your choice of A.G.W.S. units with the up and down directional buttons, making your selection with ● or the right directional button. The maximum number of A.G.W.S. units that you can have available for the game is six, provided all three of the extra A.G.W.S. units that become available during the game have been purchased. All A.G.W.S. units that you own are available for this mini-game, not only the ones that have pilots assigned.

THE A.G.W.S. UNITS

Each A.G.W.S. unit has its own strengths and weaknesses, whether as your own A.G.W.S. or as the enemy. Not all are available to begin with. The units available in the mini-game are the same units that you own within the main game, although an A.G.W.S. does not need to have a pilot assigned to it in order to be available for the mini-game.

Be careful in confirming your weapon selection. Make sure you haven't accidentally left one of your weapon slots blank, which is easy to do if you hit ● too soon.

After selecting an A.G.W.S. unit for the game you must select the weapons to use. Press up and down on the directional buttons to select between specific weapons to use in each position (left hand, right hand, or alternate), and press right or left to switch between the three weapon positions. Once you have all three of your weapons selected, press ● to finalize your selection and move on to the game itself.

LEARN YOUR MOVES!

Moving left, for instance, does not change your camera angle—you must learn to pivot in order to face your enemy at all times.

Jumping can be good to try to break your enemy's line of fire if timed well, and you can begin a close-combat attack in mid-air on your way down for the added touch of style.

Dashing can be vital for closing the distance between your enemy and yourself before you're fired upon too much—or for putting as much distance as possible between you and your enemy's strong close attacks, dodging as you go.

CONTROLLING YOUR A.G.W.S.

WEAPON CONTROLS

Left Weapon	Press L1 or L2.
Right Weapon	Press R1 or R2.
Alternate Weapon	Press L1 and R1 together, or press L2 and R2 together.
Remove Left Weapon	Press L1 and L2 together.
Remove Right Weapon	Press R1 and R2 together.
Remove Alternate Weapon	Press L1, L2, R1, and R2 all at once.

A.G.W.S. MOVEMENT CONTROLS

Forward	Tilt both analog sticks up.
Left	Tilt one or both analog sticks to the left.
Right	Tilt one or both analog sticks to the right.
Reverse	Tilt both analog sticks down.
Brake	Tilt both analog sticks in toward each other. (Tilt the left analog stick to the right and tilt the right analog stick to the left.)
Pivot Left	Tilt the left analog stick down while tilting the right analog stick up.
Pivot Right	Tilt the left analog stick up while tilting the right analog stick down.
Jump	Tilt both analog sticks out away from each other. (Tilt the left analog stick to the left while tilting the right analog stick to the right.)
Short Dash	Press L3 or R3 (Press the top of either analog stick directly down into the controller.)
Long Dash	Press L3 and R3 (Press the top of both sticks directly down at once.)

OTHER BUTTON FUNCTIONS

Pause	START

THE WEAPONS

ANYTHING MISSING?

If you have a weapon but cannot find it on your list of available weapons for an A.G.W.S. that uses it, check to make sure it isn't equipped. The only weapons that are available in the mini-games are the weapons in your actual inventory, not the weapons equipped on A.G.W.S. So if you really want to use the weapon on your A.G.W.S. and in the battle game, consider buying an extra weapon to keep in your inventory.

INCOMPATIBLE WEAPONS

Some weapons are marked simply as "Cannot equip for battle" on the weapons listings. These are weapons that can normally be used by the A.G.W.S. in combat, but cannot be used in the mini-game. You also sometimes see another warning "Cannot equip together," which means that the current weapon is incompatible with one of the weapons that you already have equipped.

Unarmed — ***Ammo: none***

An unarmed attack. Can only reach as far as your fists. Does a small amount of damage.

Aird — ***Ammo: 80***

This is a long-range weapon that lets out concentrated bursts of 10 shots at a time. Each shot does small damage, adding up to a good amount of damage per burst.

Axe — ***Ammo: none***

This is a close-combat weapon that deals a moderate amount of damage.

Beam Arm — ***Ammo: 10-20***

Sends out a long pulse over a long range, doing a small to moderate amount of
damage per hit. Moderately slow rate of fire.

Beam Launcher — ***Ammo: 15***

This gun is slow to prepare and fire, but has a very long range and does immense damage to the enemy.

Beam Rifle — ***Ammo: 20***

A weapon with a very long range that fires at a fairly fast rate, but only does a
relatively small amount of damage.

Beam Sword — ***Ammo: none***

Close-combat weapon with a good reach and good damage.

Chaff Box — ***Ammo: 12***

Affects systems of the opponent.

Drill Claw — ***Ammo: none***

Very close-range weapon, barely reaching farther than unarmed, but does a very large amount of damage.

E.C.M. Pod — ***Ammo: 8-16***

Does no damage, but causes sights to go briefly haywire. Attacks at either a range or surrounding your own A.G.W.S., depending on the model.

Flame Launcher — ***Ammo: special***

This weapon does not shoot ammunition, but instead launches a sheet of flame that lasts for around three seconds. It deals damage at a good rate for as long as the enemy is within the flame, although the range is limited. This weapon has a percentage instead of ammunition, becoming useless once the gauge reaches 0%. The flames from this weapon can actually reach around the edges of permanent obstacles.

Gatling Gun — ***Ammo: special***

This gun fires at an extremely high rate of speed to the point where you must hold the weapon button(s) down for it to fire at all. Because of this, the gun uses a percentage of ammunition left, rather than an actual number for ammo. Note: The special gatling gun built for the AG-05 is an exception; this gun holds 145 rounds of ammo. Each "hit" only does a miniscule amount of damage however. The gun has a medium range.

Grenade Launcher — ***Ammo: 6***

Medium-range weapon that deals good damage per hit but has a slow rate of fire and limited shots.

Hammer — ***Ammo: None***

Close-combat weapon that does a large amount of damage.

Hand Gun — ***Ammo: 60-65***

This gun has a moderate range and fast rate of fire, and does small damage per hit. Hold down the weapon button(s) for a continuous rate of fire, though not as fast as the submachine gun.

Hand Missile Pod — ***Ammo: 20-45***

Weapon with a moderate range and rate of fire, dealing a small amount of damage per hit. Has a fairly wide blast range after impact. Limited homing capability.

Lancer Arm — ***Ammo: None***

Does a good amount of close-combat damage. Slightly slower than a sword, but with longer reach.

Large Missile Pod — ***Ammo: 5***

This larger cousin to the hand-missile pod is similar, but does a much better amount of damage, has a larger blast range, and has a very good homing capability.

Long Beam Rifle — ***Ammo: 20***

A version of the beam rifle that sends out a longer pulse that does more damage, but is slow to use.

Long-range Cannon — ***Ammo: 5***

This cannon is very slow, but has a long range and does a very large amount of damage per hit.

Pile Driver — ***Ammo: None***

This close-combat weapon has a good reach and does a very large amount of
damage, but is also very slow.

Rifle — ***Ammo: 6***

Weapon with a slow rate of fire and limited shots, but with a very long range. Does a good amount of damage at each hit.

Shield — ***Ammo: special***

Protects you from damage while being actively used. This obviously has no actual ammo, but instead has a percentage rating. As the shield takes damage the percentage goes down. When it reaches zero, the shield is useless. You cannot move while your shield is in use.

Shield Beam Rifle — ***Ammo: 15***

A combination of the two weapons that is discarded when the beam rifle ammo runs out.

Stun Gun — ***Ammo: None***

Weapon that puts out a short-range burst of electricity. It is a slow close-combat weapon that does a moderate to good amount of damage.

Submachine Gun — ***Ammo: 160-225***

Weapon with a moderate to long range and an extremely high rate of fire, but only does miniscule amounts of damage per hit. Hold down the weapon button(s) for a continuous stream of fire.

Sword — ***Ammo: none***

Close-combat weapon of varying reach that does a good amount of damage.

Wide Beam Pod — ***Ammo: 50***

Sends out a wide beam that does small damage and has a decent amount of shots, but does not travel far.

IF IT'S EMPTY, DROP IT!

When your weapon runs out of ammo, press the corresponding weapon button(s) once more to jettison the weapon. That weapon slot then switches to unarmed. You can still do damage in this way, but it's usually better to equip a close-combat weapon that doesn't need ammo in one of your slots in the first place.

WEAPON BALANCE

Try out the various weapons until you see which is best for you. Remember to balance out your weapons for your A.G.W.S. Having two guns of different ranges, damages, and ammo amounts is a good idea, with a strong close-combat weapon in reserve as your third weapon.

Remember that a few weapons have some level of homing ability, which means that after you fire, the missile continues to home in on the enemy to a degree as they move around rather than traveling in a straight line after firing. This is a good attribute to have on your own weapon, but less fun when you're on the receiving end!

VX-10000

Fairly average all around, this A.G.W.S. has a top speed of around 40 KmPH and a large range of weapons to choose from.

L. WEAPON	R. WEAPON	ALT.WEAPON
Unarmed	Unarmed	Unarmed
SWD21AG/Sword	SWD21AG/Sword	SHD02AG/Shield
LG24VX/Beam rifle	LG24VX/Beam rifle	SHD12VX/Shield
HG45VX/Hand Gun	HG45VX/Hand gun	CB85VX/Chaff box
LG10AG/Rifle	LG10AG/Rifle	BMP45VX/Wide beam pod
SMG99AG/Submachine gun	SMG99AG/Submachine gun	BL24AG/Beam launcher
GRD20AG/Grenade Launcher	GRD20AG/Grenade Launcher	SMP53AG/Missile Pod
HMP33AG/Hand missile pod	HMP33AG/Hand missile pod	-
PB55AG/Pile driver	PB55AG/Pile driver	-
SHD02AG/Shield	LG100VX/Long beam rifle	-
SHD12VX/Shield	SWD34VX/Sword	-
SWD34VX/Sword	HMR55AG/Hammer	-
HMR55AG/Hammer	CB85VX/Chaff box	-
HG75VX/Hand gun	BMP45VX/Wide beam pod	-
GLG76AG/Gatling gun	HG75VX/Hand gun	-
FLM64AG/Flame launcher	GLG76AG/Gatling gun	-
BSW13AG/Beam sword	FLM64AG/Flame launcher	-
AXE11AG/Axe	BSW13AG/Beam sword	-
SMG32VX/Submachine gun	BL24AG/Beam launcher	-
LM11VX/Lancer arm	AXE11AG/Axe	-
BA15VX/Beam arm	SMP53AG/Missile Pod	-
-	SMG32VX/Submachine gun	-
-	LM11VX/Lancer arm	-
-	BA15VX/Beam arm	-

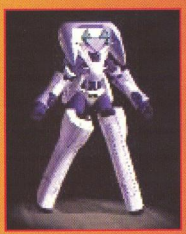
VX-7000

Another A.G.W.S. with a good range of weapons to choose from, the VX-7000 is also fast and maneuverable with responsive controls and with a top speed of just over 60 KmPH. Its armor is fairly weak however.

L. WEAPON	R. WEAPON	ALT.WEAPON
Unarmed	Unarmed	Unarmed
SWD21AG/Sword	SWD21AG/Sword	SHD02AG/Shield
LG24VX/Beam rifle	LG24VX/Beam rifle	SHD12VX/Shield
HG45VX/Hand Gun	HG45VX/Hand gun	CB85VX/Chaff box
LG10AG/Rifle	LG10AG/Rifle	BMP45VX/Wide beam pod
SMG99AG/Submachine gun	SMG99AG/Submachine gun	BL24AG/Beam launcher
GRD20AG/Grenade Launcher	GRD20AG/Grenade Launcher	SMP53AG/Missile Pod
HMP33AG/Hand missile pod	HMP33AG/Hand missile pod	-
PB55AG/Pile driver	PB55AG/Pile driver	-
SHD02AG/Shield	LG100VX/Long beam rifle	-
SHD12VX/Shield	SWD34VX/Sword	-
SWD34VX/Sword	HMR55AG/Hammer	-
HMR55AG/Hammer	CB85VX/Chaff box	-
HG75VX/Hand gun	BMP45VX/Wide beam pod	-
GLG76AG/Gatling gun	SMP53AG/Missile Pod	-
FLM64AG/Flame launcher	HG75VX/Hand gun	-
BSW13AG/Beam sword	GLG76AG/Gatling gun	-
AXE11AG/Axe	FLM64AG/Flame launcher	-
SMG32VX/Submachine gun	BSW13AG/Beam sword	-
LM11VX/Lancer arm	BL24AG/Beam launcher	-
BA15VX/Beam arm	AXE11AG/Axe	-
-	SMG32VX/Submachine gun	-
-	LM11VX/Lancer arm	-
-	BA15VX/Beam arm	-

VX-4000

This A.G.W.S. is fast and maneuverable with a top speed of around 60 KmPH, but its armor is not the best and its range of weapons is very limited.

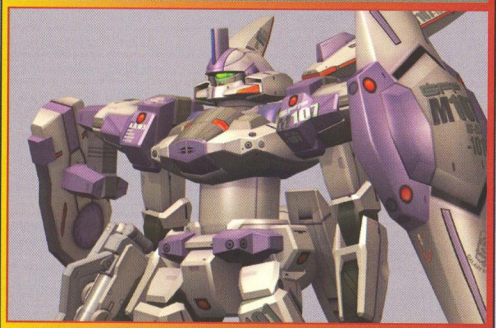


L. WEAPON	R. WEAPON	ALT.WEAPON
Unarmed	Unarmed	Unarmed
SWD21AG/Sword	SWD21AG/Sword	CB85VX/Chaff box
HG45VX/Hand gun	HG45VX/Hand gun	ECM1-VX/E.C.M. pod
SMG99AG/Submachine gun	SMG99AG/Submachine gun	BMP45VX/Wide beam pod
SWD34VX/Sword	SWD34VX/Sword	SMP53AG/Missile pod
HMR55AG/Hammer	HMR55AG/Hammer	ECM2-VX/E.C.M. pod
ER-VX/Stun gun	CB85VX/Chaff box	DEF-VX/Cannot Equip
HG75VX/Hand gun	ER-VX/Stun gun	-
AXE11AG/Axe	BMP45VX/Wide beam pod	-
SMG32VX/Submachine gun	HG75VX/Hand gun	-
-	AXE11AG/Axe	-
-	SMP53AG/Missile pod	-
-	SMG32VX/Submachine gun	-

AG-02

The top speed of this A.G.W.S. clocks in at just under 40 KmPH. It is much like the VX-10000 in attributes.

L. WEAPON	R. WEAPON	ALT.WEAPON
Unarmed	Unarmed	Unarmed
SWD21AG/Sword	SWD21AG/Sword	SHD02AG/Shield
LG24VX/Beam rifle	LG24VX/Beam rifle	SHD12VX/Shield
HG45VX/Hand gun	HG45VX/Hand gun	CB85VX/Chaff box
LG10AG/Rifle	LG10AG/Rifle	BMP45VX/Wide beam pod
SMG99AG/Submachine gun	SMG99AG/Submachine gun	SHB67AG/Shield & Beam rifle
GRD20AG/Grenade Launcher	GRD20AG/Grenade Launcher	BL24AG/Beam launcher
HMP33AG/Hand missile pod	HMP33AG/Hand missile pod	SMP53AG/Missile Pod
PB55AG/Pile driver	PB55AG/Pile driver	AIRD-AG2/Aird
SHD02AG/Shield	LG100VX/Long beam rifle	-
SHD12VX/Shield	SWD34VX/Sword	-
SWD34VX/Sword	HMR55AG/Hammer	-
HMR55AG/Hammer	CB85VX/Chaff box	-
HG75VX/Hand gun	BMP45VX/Wide beam pod	-
GLG76AG/Gatling gun	HG75VX/Hand gun	-
FLM64AG/Flame launcher	GLG76AG/Gatling gun	-
SHB67AG/Shield & beam rifle	FLM64AG/Flame launcher	-
BSW13AG/Beam sword	BSW13AG/Beam sword	-
AXE11AG/Axe	BL24AG/Beam launcher	-
SMG32VX/Submachine gun	AXE11AG/Axe	-
-	SMP53AG/Missile Pod	-
-	SMG32VX/Submachine gun	-



AG-04

The AG-04 is a slightly odd-looking A.G.W.S. that is extremely fast, reaching speeds of 70 KmPH. It has an extremely limited range of weapons to match, however. The fact that the powerful drill claw is one of these weapons helps to even things out.

L. WEAPON	R. WEAPON	ALT.WEAPON
Unarmed	Unarmed	Unarmed
DLC02AG4/Drill claw	CB85VX/Chaff box	CB85BX/Chaff box
WCT02AG4/Cannot equip	BMP45VX/Wide beam pod	BMP45VX/Wide beam pod
-	DLC02AG4/Drill claw	SMP53AG/Missile Pod
-	SMP53AG/Missile Pod	-
-	WCT02AG4/Cannot equip	-

AG-05

This is a hulk of an A.G.W.S., with armor to match. It doesn't take as much damage as the others from each hit, but it is slow, with a top speed of under 30 KmPH. The weapon choice is somewhat limited for this unit but the list includes a few special, powerful, weapons just for this A.G.W.S.

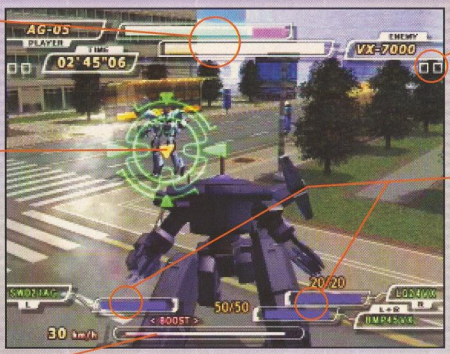
L. WEAPON	R. WEAPON	ALT.WEAPON
Unarmed	Unarmed	Unarmed
SWD21AG/Sword	SWD21AG/Sword	CB85VX/Chaff box
LG24VX/Beam rifle	LG24VX/Beam rifle	BMP45VX/Wide beam pod
HG45VX/Hand gun	HG45VX/Hand gun	SMP53AG/Missile Pod
LG10AG/Rifle	LG10AG/Rifle	BMP-AG5/Large-sized missile pod
SMG99AG/Submachine gun	SMG99AG/Submachine gun	LC-AG5/Long-range cannon
SWD34VX/Sword	SWD34VX/Sword	BBC-AG5/Cannot equip
HMR55AG/Hammer	HMR55AG/Hammer	-
HG75VX/Hand gun	CB85VX/Chaff box	-
AXE11AG/Axe	BMP45VX/Wide beam pod	-
SMG32VX/Submachine gun	HG75VX/Hand gun	-
HMP-AG5/Hand missile pod	AXE11AG/Axe	-
HGG-AG5/Gatling gun	SMP53AG/Missile Pod	-
HMR-AG5/Cannot equip	SMG32VX/Submachine gun	-
-	BMP-AG5/Large-sized missile pod	-
-	HMP-AG5/Hand missile pod	-
-	HGG-AG5/Gatling gun	-
-	LC-AG5/Long-range cannon	-
-	HMR-AG5/Cannot equip	-

READY...FIGHT!

THE BATTLE SCREEN

Player and Opponent HP - These display the percentage of HP that each player has remaining, with your HP on top in green, the opponent's below in yellow. The first player to lose all HP loses the round.

Sight - The sight locks onto your opponent when it is in your A.G.W.S.' line of sight. Even a small temporary obstacle can break your line-of-sight. There is also an arrow in the center of the sight showing the opponent's direction, helpful for when the A.G.W.S.' is not visible.



Rounds Won - These small boxes below each A.G.W.S. name show how many rounds out of the stage the A.G.W.S. has won. One of the boxes is colored in red for each victory.

Weapons - Each of your weapons is displayed on the screen in a different area. The amount of ammunition for the left and right weapons is located directly over the gauge, while the amount of ammo for the alternate weapon is located to the left of that weapon's gauge, in the center of all the weapon gauges.

Boost Meter - This comes into play when you use your short or long dash. A short dash takes a small amount from the boost meter, while a long dash continues, constantly depleting the boost meter, until the meter is empty or until you fire a weapon, whichever comes first. The boost meter replenishes automatically and fairly quickly.

THE STAGES

The A.G.W.S. Battle mini-game is comprised of four separate stages. You move from one stage directly into the next without a chance to change A.G.W.S. or weapons, assuming you are victorious in the previous stage. As soon as you lose a stage, the game ends.

The first A.G.W.S. to win two rounds wins the stage. If you win two rounds and beat the stage, you see a screen showing the total time you took to complete the stage along with the amount of damage that you took. If you lose you are taken directly back to the main A.G.W.S. Battle menu.

Each of the four stages takes place on a different battlefield, with your opponent starting in a different set location. In other words, the opponent will be in a different location for the beginning of stage two than your opponent for stage one, but for each time you reach stage two the opponent's starting location is the same.

Scattered throughout the battlefields are a number of obstacles. Some are permanent. These block your sights and keep most weapons fire from reaching past the obstacle, although some homing weapons may still work and the flamethrower could still reach the enemy around the obstacle. The permanent obstacles cannot be destroyed. Some obstacles however are temporary, crumbling under attacks and allowing you to then see and reach your enemy.

KNOW THE TERRAIN

Learn the battlefield of each stage, and use it to your advantage. If you have a stronger close-range weapon than the opponent, try to block them into a corner and duke it out. If you have a strong gun with decent reach, try to pin them into a narrow stretch, such as between the edge of the field and a large permanent obstacle, and open fire.

OBSTACLE DEMOLITION

Try not to waste precious ammunition in destroying obstacles. Use a sword or other close-combat weapon instead.

PATIENCE

If an opponent is doing too much damage to you with a long-range weapon when you try to get close, pull back just out of range or use a shield and let them burn up their ammunition.

STAGE 1

This battlefield is a fairly straightforward street scene. There are large buildings creating permanent obstacles, set neatly between long open streets, with a few temporary objects such as trees and booths in between the two. Your enemy starts directly in front of you but at a long distance down the street. With a long range, high-damage weapon you can destroy your opponent's A.G.W.S. before it gets close to you.

STAGE 2

This is a warehouse scene, a large space with temporary obstacles in the form of boxes placed at regular intervals throughout. Your opponent again begins directly ahead of you and at a distance, but this time there are a few boxes between the two of you. Get rid of the boxes or move around them and don't lose track of your enemy once in your sights! There are a few long permanent obstacles around the edges and corners of the field as well.

STAGE 3

The field for this stage is a large open area with permanent narrow columns of varying heights set in an "X" pattern all around. Your opponent starts out directly in front of you and very close for this stage, so be ready for a fight as soon as you can move! The columns tend to break up long-distance fire as you and your opponent dodge behind and between them.

STAGE 4

Another warehouse type of scene, this one contains piles of bricks and crates in varying sizes as temporary obstacles. This time you start in an opposite corner from your opponent. It is far to your front and left. Cut diagonally across the floor in that direction and keep a wary eye out.

When you beat the fourth stage of combat you win the game. There is no prize for winning except for the fun of combat and the thrill of winning itself. You do however get to see a screen listing your previous stage clear times and damage totals, with a total clear time and total damage taken throughout the game listed beneath. To leave the victory screen and return to the main battle menu, press START.

SEGMENT ADDRESSES

During the time spent on the Woglinde, Shion meets Sergeant Swaine who presents her with a special item called a Segment File. Almost empty at first, it quickly becomes a key item to exploring the hidden areas of the world and obtaining unique items.

There are 18 separate Segment Addresses, each a special red door often in an out-of-the-way location, and 18 Decoders act as keys for these doors. Bring the Decoder to its matching Segment Address, and you can unlock the door and obtain the special prize inside. Look carefully — both doors and keys are hidden very well at times.

While the empty Segment File may seem daunting at first, filling each section can be both fun and profitable.

SEGMENTS

#	ADDRESS LOCATION	DECODER LOCATION	PRIZE
1	Kukai Foundation — On the roof of the Inn, to the far right from the highest doorway leading onto the roof	Durandal — In the right (starboard) side of the park under a tree, after speaking to Pink Bug in the Foundation	Robot Head
2	Dock Colony — Basement of the store Talk To Me	Song of Nephilim — Won after defeating the Athra 26 Series, in a destroyable crate in the second tower	Robot Part Body
3	Kukai Foundation — Behind a destroyable shelf in the Cleaners	Encephalon — In Bunnie's home in the forest	Robot Part Right Leg
4	Pleroma — Path to the shrine 2F	Pleroma — Won after defeating the Mercurio A.G.W.S. that was previously distracted by a crane	Thief Ring
5	Encephalon — Near the exit of the Park sewers, through a manhole	Durandal — In the Armory	Double Buster
6	Proto Merkabah — In the Control Room, 44F, after defeating the Proto Dora	Proto Merkabah — Won after defeating the Proto Dora	Trauma Plate
7	Woglinde — Across from Sgt. Swaine	Woglinde — Given by Sgt. Swaine during the Gnosis attack	Robot Part Right Arm
8	Elsa — Corridor B2F, just north of lower level save point	Foundation — Received from a girl in the Iron Man bar after finishing the Fish Detector quest	Robot Part Left Leg
9	Cathedral Ship — Research lab 3F	Cathedral Ship — In a chest after exiting the mall	Robot Part Left Arm
10	KOS-MOS Simulator — Inside Building 1F, down the ladder	Elsa-Catapult deck — to the left (port side) area unlocked by finding and using the disarm key	2 Booster Pack
11	U-TIC Battleship — Soldier Room	Pleroma — Found in a destroyable statue in the second guarded section	Coat •Ice
12	Song of Nephilim — Second Tower 3F	Encephalon — At the top of a ladder in the Sewers	W Hammer Rod
13	Cathedral Ship — Mall 1F, Warehouse section	Kukai Foundaton — In a chest on the roof, to the far left from the highest opening onto the roof	Samurai Heart
14	Elsa — Catapult Deck	Song of Nephilim — Found in a destroyable box, first tower 5F	Speed Shoes
15	Encephalon — Near subway ticket booth	Cathedral Ship — Won after defeating the Hydra in the mall's Costmary flower shop	Angel Ring
16	Woglinde — Corridor to Com Room, north and right (starboard) of the bridge elevator	U-TIC Battleship — Beyond the door locked by the U-TIC card	Stim DX
17	Proto Merkabah — Research Lab 43F	Song of Nephilim — Tower 3, in a chest on a ledge	BLOOD9
18	Woglinde — Corridor to Shion's Quarters	Woglinde — Beyond destroyable window in Com Center	Coat • Lightning

SIDE QUESTS

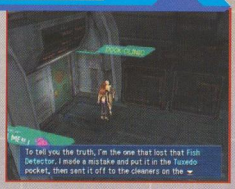
Even with a quest as important and involving as the one on which Shion and the others embark, there are always tasks to complete and things to find along the roads less traveled. Whether the goal is a special item, or just powering up your characters, the side quests in *Xenosaga* are worth the extra time and effort.

Some of the side quests pop up alongside the main quest and mainly require you to pay attention to dialogue from NPC's and remember what people have told you, then acting on it when you get the chance. The reward for paying attention is usually a rare or even unique item. A few of these side quests are very short and straightforward, confined to just one section within the main story, and these are detailed in the relevant sections of the main walkthrough. Others however require a bit more time, patience, and exploration.

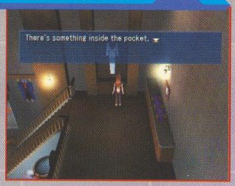
THE FISH DETECTOR

While visiting the Dock Colony for the first time, a woman in front of the clinic tells your group about a **Fish Detector** that her husband has lost, along with where she left it—in the pocket of a tuxedo that has been sent to the Kukai Foundation cleaners. This offhand comment comes in handy later in your quest, when an important item is lost to a fish in the water.

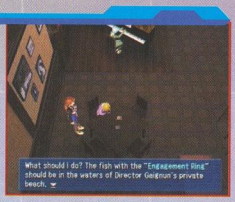
Speak to the woman in the Dock Colony to find out about the Fish Detector and its location.



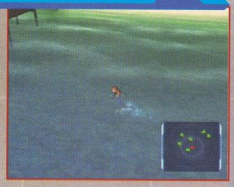
Visit the Kukai Foundation's cleaners and inspect the tuxedo to find the Fish Detector just where the woman "accidentally" left it. Finders keepers!



Speak to the girl in the Iron Man bar, sitting at the lower left table. She's lost an important ring to a fish—how can you ever find it?



Go to the Private Beach—now you'll be able to wade out into the water where the fish show up on your radar, thanks to the Fish Detector. Sometimes they are visible in the water, but the radar always displays their locations.



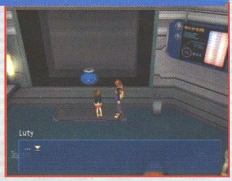
Run up to each fish on the radar and press ●. You are rewarded with an item, or you find that the fish holds nothing. If you accidentally catch the same fish twice, you are told that it looks familiar. By catching all the right fish on this trip you are rewarded with a Med Kit, Speed Stim, and the important **Engagement Ring**. It's worth keeping in mind that if you come back later you can find a spare Med Kit and Speed Stim on any repeat trips.

Return the ring to the girl in the bar. In her gratitude, she rewards you with a much better gift, **Decoder *8**, to help you fill out the Segment File.

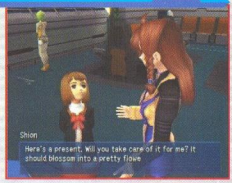
THE SILENT PATIENT

While wandering around the Dock Colony you learn of a young girl who will not speak. The girl, Luty, lived on a planet that was mysteriously destroyed not too long ago and locked her voice away as a result of the trauma. Can you help this girl in any way as you go through your adventure?

After defeating the Hydra group, go past where it stood into the back area of the store. Run over and pick up a packet lying on one of the counters to obtain **Flower Seeds**.

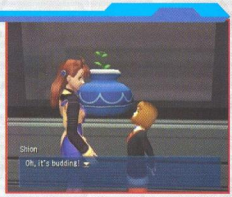


When you arrive at the Dock Colony for the first time speak to the girl by the flowerpot in the Clinic. This is Luty, and she does not speak.



Whenever you can, return to the Dock Colony. You should first be able to do this after you spend the night at the Kukai Foundation for the first time. Upon your return to the Durandal, go to the Dock where Elsa is waiting and speak to Captain Matthews to get a ride there. Go to the clinic and speak to Luty where you found her previously. Give her the flower seeds, and now you just have to wait.

Leave Luty to her thoughts and go into the room farthest in the back. Speak to the doctor that you find here, and he tells you about Luty's home planet Ariadne. There is nothing that he can do to make the girl speak again, but he does remember the **Ariadne Flower**, which might make her happy again. Unfortunately all of these flowers have disappeared along with the planet.



Return to the Dock Colony later when you get a chance. If you previously visited after your night at the Kukai Foundation, just after the Encephalon dive is a good time for your second trip. Speak to Luty in the clinic, where the flower is budding, but not yet blooming.

Later in your quest when you are exploring the Cathedral Ship, you find many mysterious objects and buildings that appear to have come from Ariadne. Among these is a mall complex containing a flower shop, COSTMARY. Take a moment to wander into the store on your way through the mall and fight the Hydra found inside.

After waiting just a while longer visit the Dock Colony again. If you like, take the time to visit during the Gnosis attack on the Kukai Foundation. Thanks to Luty's care, the Ariadne Flower is now blooming nicely, making Luty content enough to start cautiously speaking again. Mission accomplished! Receive a **Tech Upgrade Z** for your efforts.

"EASTER" A.G.W.S.

While some enemies appear only one time during the course of the adventure, there are three enemies found only inside the EVS. During the quest's trip through the U-TIC Battleship you found and fought a Zolfo A.G.W.S. unit within the Soldier Room, the same room as Segment Address 11. This is a tough enough fight for Jr. and his allies at the time. Return to the same room using the EVS later brings the chance to fight Ace Pilot and one of two A.G.W.S. units that are more difficult—Meld Gareth and Din Gareth.

Each fight begins by facing the Ace Pilot, which is the same enemy in either case. As soon as the pilot loses all of his HP, he Boosts, then transfers into whichever A.G.W.S. unit he is using at the time (and to gain a first sneak-attack with it!), at which point the real fight begins.

ACE PILOT

HP	WEAK VS.	ITEM	RARE ITEM
360	Fire	Skill Upgrade A	Ether Upgrade A

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
50	15	30	20	30	20	8	30	500	10	4	16

This foe is easy to take out and offers little in the way of experience or other points, although he does hold both a nice Skill Upgrade and Ether Upgrade for you to steal or otherwise obtain. You must steal both if you want them; you do not receive these items normally after the battle is over. Ace Pilot may use an ether-based attack that damages your whole party, and if you are still weak enough that it is a big problem, your party is not yet ready to face Meld Gareth.

Meld Gareth awaits you directly after getting the U-TIC Battleship map for the EVS. At this point, you may not be prepared to face the hidden enemy. Remember that Meld Gareth has a large amount of FHP compared to most other enemies that you can fight at this time, and his attacks deal a good amount of damage. To win this fight, you need A.G.W.S. units with good upgrades, around 1000 FHP or more with at least one of the units equipped with a Guard Recover. As each unit, or even the whole party, may take hits of 300 damage at a time, with anything less you stand little chance of winning.

MELD GARETH

HP	WEAK VS.	ITEM	RARE ITEM
5500	Nothing	Frame Repair Z	B-MAX Circuit

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
110	80	50	10	30	10	6	4000	1000	60	20	60

Meld Gareth is a very capable enemy, especially when it first becomes accessible. The mech's first attack is Dragon Scale, a close-range attack that inflicts 200 damage or more against mechs or characters. The 68-Series Missile is Meld Gareth's other, more damaging attack. The damage is comparable to the Dragon Scale, but hits each of your party members.

For this fight, the best party member choices are Shion, Jr., and chaos as they are likely the only members with A.G.W.S. at this point. MOMO may also have a mech, which would make her a valid choice as long as she gets into her A.G.W.S. quickly. Her low hit points are a drawback in this tough battle, and Sheep Beam does not work against this specific mech pilot. Ziggy and KOS-MOS have higher HP totals, but they still must be healed often in a fight such as this, which takes up valuable rounds and energy.

As the battle begins, get any pilots into their mechs as soon as possible. In fact, ignore the Ace Pilot until your party is set to face the enemy A.G.W.S., since even with his strongest attack, Ace Pilot does much less damage to an unprepared party than the Meld Gareth. Of course, you may wish to steal Meld Gareth's rare B-MAX Circuit before switching over to an A.G.W.S. If this is the case, switch most of your party members over into their mechs while a party member who has that ability to steal out and ready. Use the stealing Ether or Tech Attack as soon as possible against the mech, then get that last character into his or her own A.G.W.S.

During the battle with Meld Gareth, cycle between Guard and W-ACT. Guarding helps to reduce the damage taken on half your rounds, and W-ACT is necessary to inflict heavy damage. With Guard Recovery equipped on your mechs, Guarding heals some of the damage taken in previous rounds. Before the fight, equip each A.G.W.S. with the FLM64AG flamethrowers or with a heavy-damage piercing gun

such as the HG45VX or the GLG76AG if available. The gatling gun is especially nice against Meld Gareth. Close-combat high-damage slashing weapons such as the AXE11AG hold up well in a pinch. Avoid weapons like the PB55AG bunker buster, which does nice piercing damage, but has no W-ACT capability.

If for some reason you must fight part of the battle without your A.G.W.S., be wary of Meld Gareth's missile attack. It has the potential to take out your entire party at once if you let them get down on HP. Try to only fight the mech "naked" if you have excellent healing Ether and armor to keep your party alive.

Return to the same room after clearing the Song of Nephilim to fight Ace Pilot's second A.G.W.S., Din Gareth. This yellow A.G.W.S. is more powerful, although by this late stage in the game you should be well-prepared to face it, so long as you have not neglected your own A.G.W.S. units.

The number of A.G.W.S. on the field before finishing off Ace Pilot determines which Gareth is faced. If you've already jumped into two or three, you fight Meld Gareth. If you have zero or one A.G.W.S. in the field before taking Ace Pilot out, you get to fight Din Gareth.

ONE TRIP, MANY BATTLES

Remember that, other than Din Gareth replacing Meld Gareth once you finish the Song of Nephilim, these same enemies reappear every time you leave and reenter the Soldier Room. In other words, if you are low on T.Pts, S.Pts or E.Pts return and gain the items from these fights in order to build your characters up a bit more. All you have to do is step into the hallway, then return to the room.

DIN GARETH

HP	WEAK VS.	ITEM	RARE ITEM
8500	Nothing	Frame Repair Z	Fast Circuit 25

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
150	80	50	30	50	10	6	8000	1000	80	20	80

Din Gareth lacks an attack that strikes the entire party at once, but the ones it has are effective enough. The 20mm Blaster is a physical-damage-dealing gun that deals 300 damage or more.

The 71-Series Railcannon is the other gun that Din Gareth uses. It is a single shot dealing a greater amount of physical damage; without guarding, you may lose 600 HP. If you take too many of these hits on one character, don't be afraid to spend an extra turn Guarding to let your Guard Recovery kick in even more.

The weapons and tactics from the Meld Gareth fight work against Din Gareth for the most part, with a few exceptions. The main exception is to only move one pilot at most into an A.G.W.S. before taking out Ace Pilot.

Another hazard to keep in mind is that, while Din Gareth cannot attack the entire party at once, the Rail Cannon does a lot more damage against one character than anything Meld Gareth throws at you. On a critical hit, it can take down a character with 1000+ HP in a single strike. This makes it even more dangerous to use any of the characters without an A.G.W.S. for any longer than necessary.

Still, the overall strategy remains the same. Equip a flamethrower or high-damage piercing weapon like the gatling gun, or a high-damaging slashing weapon. Guard one round, and attack with W-ACT the next. Just try to have Guard Recovery on all your A.G.W.S., or all of your mechs may not survive the fight.

THE FINISHING TOUCHES

A few of the characters in your party have various side quests to complete in order to obtain their last few abilities. These require a bit more than paying attention to NPC's—they require exploration, and a bit of luck. (Or a handy walkthrough!) Some of them also include a tough fight, so be prepared.

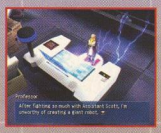
SHION—TO BUILD AN INVINCIBLE GIANT ROBOT

During your adventure you come across many strange personalities, but few of them are stranger than the Professor at the Robot Academy. His dream is to create an Invincible Giant Robot, and Shion is the lucky girl hijacked into helping him—all for a suitable reward, of course. Gathering the various **Robot Parts** for the Professor helps to unlock four of Shion's more powerful (and costly) Ether skills.

As soon as you get the chance, visit the Robot Academy in the basement of the Kukai Foundation's A.G.W.S. shop, where the quirky Professor greets you. In Chapter One, he tells you about his dream and asks for your help in collecting robot parts.

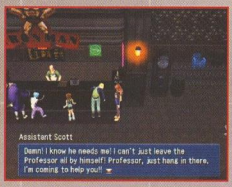
The next few chapters may differ in their timing and in the Ether that you receive, as these elements depend on which robot parts you collect in which order. If you have been collecting the parts as soon as you have the opportunity, you should be able to leave and return directly after seeing Chapter One and trigger Chapter Two. Clean the lab for the Professor by destroying objects left lying around. After the lab is spotless, he pieces together the robot parts to create the first of the robot summoning Ether skills for Shion.

After collecting another set of robot parts that unlock an Ether, the next time you set foot in the lab you are introduced to the odd Professor's new assistant, Scott. This assistant helps the Professor assemble the next summons piece.

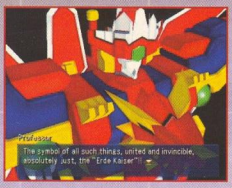


Chapter Four sees a split in the previously happy duo. Tired of the Professor's habits and treatment, Scott leaves. Still, the Professor assembles the pieces for your next Ether without him.

Once you have collected the final robot piece or pieces, return to the lab to have the Professor assemble the final piece, and prepare to assemble the entire Giant Robot. But what's this? Such an undertaking cannot be completed without the help of Scott and the power of friendship. What can be done?



Naturally the first thing to be done is to find the poor lad and drag him back to the Professor. He's drowning his sorrows at the Iron Man bar in the residential sectors of the Foundation. Talk to him and tell him how much the Professor needs him, which should send him scurrying.



With the help of Assistant Scott, the Professor completes the Invincible Giant Robot and attains his dream. The various assembled pieces are now assembled once more to form the Erde Kaiser, Shion's most powerful Ether. Of course, it also takes up all of Shion's slots on her Ether set list, but you can't have everything. After everything is complete, return at any time to scroll through the various assembled summons using the old module in front of the assembly area.

WHICH ROBOT PARTS COMBINE?

PARTS	SUMMONS	DESCRIPTION
Robot Right Arm, Robot Left Arm	Throni Blade	Giant top attack that does slashing damage
Robot Right Leg, Robot Left Leg	Dominion Tank	Ultra heavy weight attack that does hitting damage
Robot Head	Seraphim Bird	Spread beam attack that does beam damage
Robot Body	Kelbim Dragon	This does not unlock an Ether! It is simply a part that is assembled to enable the creation of the complete Erde Kaiser, and to unlock the next scene in the Robot Academy side quest.
All	Erde Kaiser	Ultimate robot attack that does slashing damage

JR.—GREAT JOE

While Jr. is a great gunman in his own right, in order to gain his final two Ether and his last Tech Attack he must hunt down and defeat the hidden boss Great Joe. Joe is lurking in a closet within the Durandal and only appears if Jr. himself uncovers the powerful gunman.

With Jr. as your main character, take the train to the Residential Area of the Durandal. Take your party into the room farthest to the fore and starboard. The carpeting should be green, and a silver monolith to allow selling and buying of items is in the first section of the room.

Once you are in the right room, move into the bedroom area where the closets are found. Have Jr. shoot out the doorway of the right-hand closet.

After shooting out the closet door, Great Joe is revealed in all his glory. Upon seeing another gunman, he decides to come out of the closet and challenge the apparent young boy to combat. Accept, and you've got a fight on your hands.

While you can challenge Joe at any time that you have Jr. in your party within the Durandal, keep in mind that this is a tough boss fight and you should wait until you have strong, well prepared characters. This fight is made even more deadly by the fact that A.G.W.S. are unavailable for the duration. You may even wish to wait until just before tackling the final dungeon to take on Great Joe.

GREAT JOE

HP	WEAK VS.	ITEM	RARE ITEM
9999	Nothing	Swimsuit	None

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
100	30	68	20	40	40	11	18000	200	200	180	200

Joe's normal attack is a very nasty affair that involves a charged spur dropping from above. This is a physical attack, which means that Joe won't attack anyone in the back row with it. It also means that his high strength can cause it to do some serious damage. Consider keeping Shion or MOMO behind Jr. to act as a healer and to allow Jr. to use Dandyism.

A second common attack is Gambler. Joe uses this Ether attack at a distance, but it does not cause much damage and should not bother a rear-row healing character much.

The Heart Shot Punch is Joe's seldom used status attack. It deals damage to one character while inflicting Curse at the same time.

Soul Crusher is another Ether attack. This one is more dangerous than Gambler as it is a large-range blast that attacks everyone within your party at once. The damage is not usually too bad on its own—unless it's been charged.

At some points during the battle, Joe may charge his energy before his attack. You first see a notice "Planning Combination Attack," and on his next turn, he uses Bloodlust to increase his already dangerous physical attack. His next turn is a combination of Heart Shot Punch and his normal drop spur attack. Try to take the time to heal your characters, Guard and prepare to resurrect the unlucky target. Prevention, as always, is better than any cure.

After a notice of an upcoming combination attack, and before Joe takes his turn to use Bloodlust, a successful attack on Joe may cancel his upcoming combo.

Another deadly combination occurs after Joe casts an Ether called Cerebration. This increases his Ether attack capabilities, and is usually followed up by a very hard-hitting Soul Crusher. Try to take the time to heal your characters when you see Cerebration used, and Guard. If you have the chance, try using Veil on your entire party to lessen Ether effectiveness, or use Light & Wings to remove Joe's power-up before it goes off.

At around 4000 HP, Joe decides to challenge Jr. specifically to a duel. Depending on how damaged your characters are and the status effects that remain on them, take this chance to attack only with Jr., and use the other characters to heal and renew any beneficial status effects.

Any character can still choose to attack, but this angers Joe and causes an instant counterattack.

By the time he is down to 2000 HP, Joe has had enough of the duel. He declares the duel ended and casts an effect that has a 50% chance to reverse healing and damage on him. On your following turn, use either a Med Kit or a small attack to see where Joe stands. This isn't a permanent change! Keep an eye out for damage and healing to revert to normal.

This is a tough fight, but the rewards are well worth the effort. The material rewards are another Swimsuit and 200G. The big winner is Jr. who earns the Soul Rhapsody Tech Attack and the Magnum Joe Ether. See Jr.'s section of Character Data for more information on his new abilities.

One of your party members is a given as Jr. must take part in this battle. Remember to make good use of Dandyism, while keeping Psycho Arm in mind. The other party members are really up to you—almost any of them has strengths and weaknesses against Great Joe to balance them out. Use party members that are strongest and most comfortable for you. Also remember that the Wooden Idol and extracted Bind Guard skill protect you against the Curse that Joe likes to use from time to time, so equip at least Jr. accordingly.

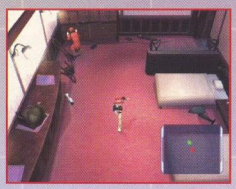
Shion does not have strong attacks against Joe, but she has higher HP than MOMO and great healing Ether which are valuable for this fight as a back-line healer behind Jr. MOMO on the other hand has slightly weaker default healing abilities and fewer HP, but Floral Tempest and MOMO's Kiss Tech Attacks work better than most. The only attack from chaos that stands out is Arctic Blast, but his great Ether attacks in general make him a good selection. Most of KOS-MOS' attacks are poor against Great Joe, but R-DRAGON attack (if you have it when you fight Joe) and R-DRILL do well, and her HP are high enough to help keep her alive through the fight. F-SCYTHE also does excellent damage, but it can only be used once. F-RSHOT does good damage and can be used more times, but requires using rounds building up AP, unless KOS-MOS equips Commander's Crest and uses 4 AP attacks in between using her subweapon. None of Ziggy's attacks fare well against the gunman, but his high HP total and useful Ether make him a good party member here when used well.

MOMO—MINTIA

MOMO has a lot of added power from two transformations picked up through the quest, but the fun doesn't end there. There is one more event that gives MOMO more abilities, although this one is much tougher to complete.

Your first chance to fight Mintia is during the Gnosis attack on the Kukai Foundation, but it is likely that your characters aren't strong enough. If you'd like to give it a try, remember to save at the save point in the Inn before starting the fight. The next opportunity comes after finishing the Song of Nephilim. This still gives you plenty of time to play with the new toys from the fight, so don't worry if you need to wait to take on Mintia.

In order to open the pathway to reach Mintia, find the crank outside the Iron Man bar in Sector 26 of the Kukai Foundation. Ignore the warnings of the girl standing nearby and turn the crank, which lowers the center section of an overhang.



Put MOMO in the lead and get to the top levels of the Our Treasure Inn next door, go into the back and upstairs. Enter the left-hand room, and exit through the doorway at the bottom of the room, which leads outside to a catwalk.

Run along the catwalk toward the far right. Destroy the object at this end of the catwalk, leaving the edge open so that you can drop onto the overhang, run along it into the second floor of the bar.

As you enter this hidden section of the bar, MOMO notices something odd and stops to see what it is.

The thing that caught MOMO's attention turns out to be a strange girl, who inspects MOMO and finds her worthy of challenge. Accept her challenge to begin the fight!

Like Jr.'s fight with Great Joe, this is a fight that you must win without any A.G.W.S. This fight is more deadly than Great Joe in two ways. First, Mintia is a flying opponent, which means only Jr. can attack her with his full range of attacks. Second, for some reason Mintia does not like males of any sort. Attack her with a male character and she responds in increasingly nasty ways, counterattacking more often and generally making male lives miserable. Jr. is a good choice for the party if you can keep him healed and alive (using Dandyism helps), but that's not so easy. Another good choice is to use MOMO, Shion, and KOS-MOS. MOMO and Shion can heal and revive the party, while Shion and KOS-MOS can attack. Additionally, MOMO and Shion (or Jr.) should use their respective Ether to swipe the valuable items from Mintia.

Preparation in this battle however is just as important as strategy. Because Mintia causes so many negative status abnormalities, you should make full use of the related accessories to prevent them, as well as any Skills that you can extract from these items before equipping them.

MINTIA

HP	WEAK VS.	ITEM	RARE ITEM
7777	Nothing	Penguin Rod	Craft Apron

STR	VIT	EATK	EDEF	DEX	EVA	AGL	EXP	G	T.PTS	E.PTS	S.PTS
20	20	80	32	80	50	12	22000	12000	160	240	200

Mintia's attacks are all long-distance. Her most common attack is to drop a star on one character's head to deal damage. The damage dealt is nothing too worrisome, unless it's a Critical Hit. Note that although Mintia yells out the words "Dark Star" during the attack, it is separate from her slightly different Dark Star attack.

Dark Star is much the same as her normal attack, except that this one can push a character into the back row. After using Magic Caster early in the fight, consider keeping MOMO behind your main attacking character, likely KOS-MOS or Jr., to prevent a wasted turn moving back to the front row.

One of Mintia's more annoying attacks, Dark Snake deals damage and adds the Attack Poison status abnormality. Attack Poison needs to be removed quickly from any of your main attacking characters. Keep in mind that Antidote is only good against normal Poison status; you must use Cure-all or a status-clearing Ether.

Shadow Eye lowers one character's dexterity, making him or her somewhat less effective. An Ether or Cure-all removes this status abnormality, if you wish to take the extra turn to remove it.

On a few occasions during the battle, Mintia may use Special Chains on one character. This disables ●, which disables Tech Attacks until the status is removed with a Cure-All or status-clearing Ether.

Aside from her normal attacks, Mintia also has two attacks that use her pet, Bibo. In both of these attacks, she lands briefly and summons Bibo in a flash of light. In one of the attacks, Bibo arrives in a glow of pink symbols and attacks the entire party at once. Each character in your group takes one-quarter of their current HP total in damage.

In the second of the Bibo attacks, the odd creature arrives amidst blue symbols. This attack only affects one character, but it takes that character down to one HP and absorbs the damage that it deals, using it to heal Mintia. Because of this attack, it may be a good idea to leave your characters' HP lower than usual, keeping enough HP to withstand a normal attack or two, but not enough to significantly heal Mintia.

As in the fight with Great Joe, very few attacks do good damage against Mintia, and the main focus of this fight is to keep your characters alive and functioning long enough to take her out. MOMO's Kiss, Star Bell, and Star Bunnie are among the few Ether that work well, but can only be used briefly. KOS-MOS' F-SCYTHE deals a good amount of damage, but has only a single use. F-RSHOT does slightly less damage, but has eight attacks, although again you run into problems with a subweapon's high AP cost. Shion has no special attacks that work well against Mintia, but her good balance of attack power and healing abilities make her useful.

Whoever you use in your group, your general tactics are the same. Transform MOMO and use her special Tech Attacks or Ether, then move her into the back row behind your main damage-dealer, to prevent her from being pushed into the back row. Use MOMO and Shion to keep your characters clear of status abnormalities and at around 400 HP, to both keep them alive for a round of attacks and to prevent them from giving Mintia too much health back. When these two characters have a spare round in which they do not need to heal or revive, attack with Shion, or use MOMO to cast Miracle Star or Prayer. Luckily, Mintia does not deal a very great amount of damage with her attacks, and her one attack that damages everyone does a percentage of HP rather than straight-out damage, so you run less risk of having everyone knocked out too quickly for you to revive them, making your delicate balancing act a bit easier to pull off.

Winning this fight is rewarding just for the **Penguin Rod** and **Craft Apron** (the extra cash certainly doesn't hurt), but the bonus at the end is even better. For besting her, Mintia rewards MOMO with **Dark Scepter**. Whenever MOMO finishes off a Gnosis with this Tech Attack, that Gnosis is turned into a special item, some of which are only obtainable in this way. These items include precious gems and chaos' most powerful gloves. See MOMO's entry in **Characters Data** for a full listing of items obtained by the Dark Scepter.

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ABOUT DAN BIRLEW

Dan Birlew lives in southern Nevada with his wife Laura. He is the author of twenty-one official strategy guides published by BradyGames.

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